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DARK ANGELS' TACTICAL SQUAD AND DEATHWING TERMINATORS



DWARF HEROES BURLOK DAMMINSON AND KING KAZADOR

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NEW WARHAMMER 40,000 BOXED SET

On the front cover of this issue of White Dwarf you'll find one of four plastic Space Marine miniatures taken from the new **Warhammer 40,000** game. The Sergeant, or Space Marine armed with a missile launcher, flamer or a bolter is easily assembled, and elsewhere in this issue, you'll find a detailed step-by-step guide to painting your model, written by master painter Mike McVey.

The new **Warhammer 40,000** contains 80 new plastic Citadel Miniatures (20

Space Marines, 20 Orks, and 40 Gretchin), a comprehensive Rulebook, a Wargear book full of equipment, the Codex Imperialis background book, 20 full-colour card buildings, special dice, and more besides.

In this White Dwarf you'll also find a report of a recent game between Jervis Johnson and Andy Chambers. This thrilling battle between Space Orks and Blood Angels shows how exciting the new Warhammer 40,000 system is in action.

THIS MONTH'S WARHAMMER 40,000 RELEASES

Warhammer 40,000 new boxed set	£34.99
Dark Angels Tactical Squad (boxed set of 10 models)	£12.99
Warhammer 40,000 T-Shirt	£9.99
Warhammer 40,000 Poster	£4.99

DARK ANGELS TACTICAL SQUAD

The new **Dark Angels Tactical Squad** boxed set contains 10 metal Space Marines, including two heavy weapons troopers armed with a lascannon and a plasma gun. Also included is a selection of Dark Angel squad transfers to enhance your miniatures.

WARHAMMER 40,000 T-SHIRT

In response to demand we have put John Blanche's brilliant painting of a Blood Angels' Commander on a stunning new Warhammer 40,000 T-Shirt.

WARHAMMER 40,000 POSTER

John Blanche's outstanding artwork is also available in the form of a huge poster, over a metre across, of the new Warhammer 40,000 cover.

NEW BOXTREE NOVELS



Fans of Warhammer fiction will be pleased to see **Genevieve Undead**, the latest novel by Jack Yeovil, in their local Games Workshop store. The story continues the adventures of Genevieve – a seven hundred year-old vampire – and heroine of Jack Yeovil's earlier novel **Drachenfels**.

This time her quest leads her through the Imperial city of Altdorf and into the haunted forests of the Old World

where she must face many fearsome monsters and struggle to overcome an ancient dark evil.

Also from Boxtree comes **Deathwing**. This collection of short stories set in the dark, gothic atmosphere of the forty-first millennium has been out of print for some time. The stories include the exciting history of the elite First Company of the Dark Angels – the Deathwing – and describes the origins and reason for their unorthodox white-coloured Terminator armour.

If you enjoy these stories you'll be pleased to know that the adventures of some of the characters continue in Ian Watson's novel **Inquisitor**.

WARHAMMER

NEW DWARF CHARACTERS

This month sees the release of two new Dwarf characters, **Engineer Guildmaster Burlok Damminson** and **Rune Lord Kragg the Grim**.

Both the Guildmaster and the Rune Lord are further examples of Michael Perry's brilliant work, as were King Kazador and Ungrim Ironfist, released last month.

Elsewhere in this issue we've printed full background details and rules for including these two exciting new miniatures in your Dwarf army.

Other new models this month come from Marauder Miniatures' Aly Morrison and Colin Dixon who have designed a new range of Dwarf Miners and a Dwarf Miners' Command Group. Complete rules for using regiments of these great new models are included in Warhammer Armies - Dwarfs.

You can see painted examples of all these miniatures in this month's 'Eavy Metal pages.

THIS MONTH'S WARHAMMER RELEASES

Kragg the Grim	£4.99
Burlok Damminson	£4.99
Dwarf Miner Command 3 per blister pack	£3.99
Dwarf Miners 4 per blister pack	£3.99



THIS MONTH'S MAN O' WAR RELEASES

Norse Longships 3 per box	£9.99
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MAN O' WAR

NORSE LONGSHIPS

These great new miniatures were designed by Norman Swales with Michael Perry and come as a squadron of three Longships per box which also includes full colour sails and banners for you to add to your models.

In this issue we publish full background and rules for using Norse Longships and Kingships in your Man O' War games.

The Norse Kingships will be released next month.



PRIZEWINNER TERMINATED!

A recent visitor to the Nottingham Studio was 14 year old Iain Carter from Newcastle-Under-Lyme who was the lucky winner of the Grand Open Day Draw.

Iain's prize was a copy of every boxed game, rulebook, and Citadel boxed set currently in print! Iain was also taken on an exciting guided tour "behind-the-scenes".

Starting at the Eastwood factory, Iain watched the latest Citadel Miniatures being cast and selected some great new miniatures straight from the moulds.

Iain then went to the Studio where he was able to chat with all the Game and Miniature Designers. He had a sneak preview of some of the latest miniatures, like the new Warhammer 40,000 Dreadnought, being painted ready for next month's 'Eavy Metal. Iain also had time to watch some future releases being playtested. Finally he was presented with his huge prize by a Space Wolf Terminator.



WARHAMMER

CHIEFTAIN GROM'S GOBLIN WAR CHARIOT



Models supplied unpainted. Banners not included.



CITADEL
MINIATURES

Warning: this product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.

Grom the Paunch is a hugely obese and extremely fierce Goblin Warlord. As a result of devouring Troll-flesh Grom has developed a Troll-like resistance to injury and is able to regenerate wounds. Wielding his mighty axe Elf-Biter and accompanied by his faithful standard bearer Niblit, Grom rides into battle on a massive chariot pulled by three snarling wolves.

This miniature requires assembly. We recommend that parts are carefully cleaned and trimmed with a modelling knife before assembly, and that the models are undercoated before painting with Citadel paints.

GAMES
WORKSHOP

WARHAMMER

40,000

HOW TO PAINT YOUR FREE SPACE MARINE

On the cover of this issue is a free Citadel miniature taken from the brand new Warhammer 40,000 game. In this special article, master figure painter Mike McVey explains how to assemble and paint your Space Marine model.



Blood Angel Sergeant



Blood Angel Trooper



Blood Angel with Flamer



Blood Angel with Missile Launcher

HOW TO BEGIN

Painting Citadel models is great fun. Of course, it takes time to learn how to paint them to the standard shown here, but as your army expands and your painting skills improve, you'll want to apply more detail to your miniatures.

Your first aim is to paint your free model in a simple but bright colour scheme suitable for gaming with. White Dwarf's articles and 'Eavy Metal features are full of useful hints and tips and whether you're painting one model or a whole army you'll find lots of ideas and inspiration.

EQUIPMENT YOU'LL NEED

Paints and Brushes

Painting Citadel Miniatures is surprisingly quick and easy if you follow the stage-by-stage advice in this article. Firstly you'll need some paints and a brush! There's a huge range of Citadel paints and brushes you can choose from, designed specifically for painting Citadel Miniatures. All you need to begin with though is a Citadel Starter Paint Set and a size 1 paint brush.

Modelling Knife

A modelling knife is useful for removing models from their sprues, the kinds with snap-off blades are fine. Always make sure that the knife has a sharp blade. There's nothing worse than a blunt blade as you'll have to apply more pressure to slice through the plastic, and it's more likely that you'll slip and cut yourself.

Palette

A palette is extremely useful when painting your models. Use a clean white surface that is non-absorbent, like a ceramic tile or an old plate.

Glue

Even though your free model is clip-together, it's still a good idea to glue the components into place to make the joins extra-strong. The best glue to use for general modelling work is superglue. Remember to use it sparingly as superglue makes a stronger bond when used in small quantities.

YOUR WORKING AREA

Find a clean and tidy work area to paint your miniatures, preferably near a natural light source. Protect the surface with layers of newspaper and place your paints in a shallow box lid to keep them tidy. You'll need a water jar and a small container for your brushes. Remember to store your brushes upside-down in the pot or you'll ruin the bristles.

PREPARING YOUR MODEL

Carefully remove your model from the sprue with a sharp modelling knife. Don't try and snap the pieces off, because they can easily break. Then gently clean away all of the untidy areas of plastic where the model joined the sprue. Once the components are ready, glue them together with superglue and leave them to dry for half an hour. Now you're ready to begin painting.

Before painting your free model you'll need to undercoat it. This is an important stage, as the undercoat will give the top coats of paint something to adhere to, as well as making the model look much brighter. You can undercoat your free miniature by painting it with a thin coat of Citadel white paint. However, a much smoother finish can be obtained by using Citadel Undercoat spray paint. If you do use Citadel spray, make sure you follow the instructions on the can very carefully. Leave your model to dry thoroughly before you start painting it.

Try not to hold onto the model itself when you're painting it. If you do, you might get paint on your fingers and smudge the colours before they dry. To make the model easier to hold, it's a good idea to attach it to the top of a cork or an empty paint pot with some plasticine or blu-tac.

MIXING PAINTS

All the paints in the Citadel range are fully intermixable, producing a huge selection of colours. Always remove the paint from the pot and mix it on a palette before applying it to the model. Never use paint straight out of the pot because the consistency won't be right. Mix the paint on your palette first, checking the consistency and adding a little water if you need to. The paint should be fluid enough to flow freely from the brush but still thick enough to cover the model without having to apply a second coat of paint.

APPLYING THE PAINT

The first thing to concentrate on when you start painting your free miniature is neatness. This is by far the most important factor when painting small models. A miniature that has been painted neatly but simply, without any shading or fine detail, will look great. Once you can paint models this way, you can move on confidently to more advanced techniques. It's also useful to work on up to five models at a time, working through a single stage on all of the models. By the time you've finished applying colour to the last miniature, the first one will be dry, waiting for the next area of colour.

BASING YOUR MODEL

Basing your model is extremely important. A poorly based model will look untidy and unfinished. Basing is easy and it greatly enhances the look of your models, especially when they're all together on the tabletop.

1. Make sure that the model is glued into its slottabase.
2. Carefully paint some P.V.A. glue to the top surface of the base.
3. Dip the base into a shallow container of sand and shake off any excess, then leave it to dry.
4. When the glue is totally dry, paint the base green, being careful not to get any on the model's feet.

BLOOD ANGEL SPACE MARINES

There are over a thousand chapters of Space Marines, each one a powerful army in its own right. Every one of these chapters has its own colour scheme and insignia, some of which are shown over the page. You can choose one of these colour schemes for your Space Marine force, or alternatively you could make up your own Space Marine chapter, giving it its own name, colour scheme and insignia.

Space Marines are easy to paint because their armour is mostly one colour. The secret to good results is to apply the paint as smoothly as possible. If your paint is too thick, you'll fill in all the detail and if it's too thin, it won't cover properly and you'll have to give the model a second coat. The Blood Angel Space Marines shown here were painted red and left to dry. Then the edges of their shoulder pads, their kneepads and bolters were painted black and a Citadel transfer was added to the shoulder pad. These transfers make it easy to apply symbols and markings to your models.



Stage 1: The undercoat is a very important stage of painting your miniatures. Models that have not been undercoated look dull and are difficult to paint.



Stage 2: Paint the entire model red first and leave it to dry. Then apply black to the edges of the shoulder pads, knee pads and bolter. When you've painted the base green, your model is ready for the battlefield.



Stage 3: When you've reached stage 2 with all of your Space Marines, you can try some highlighting. Mix a little yellow paint in with the red and slowly build up highlights on the raised areas of the model.



Stage 4: All the detail has been carefully painted and all the markings have been added. This standard of painting is normally saved for the leaders in your army. Note that the markings can also be applied at stage 2.

SPACE WOLVES



ULTRAMARINES



DARK ANGELS



WHITESCARS



SILVER SKULLS



IRON HANDS



IMPERIAL FISTS



LEGION OF
THE DAMNED



CRIMSON FISTS



BLOOD DRINKERS



EAGLE WARRIORS



MENTOR LEGION



IMPERIAL SPACE MARINES

There are over a thousand Space Marine Chapters throughout the galaxy, each one displaying its own colour scheme and insignia.

SPACE MARINES

The Legions of Adeptus Astartes are more commonly known as the Space Marines – the most powerful and the most dreaded of all human warriors. In some respects they are not really human at all but superhuman – superior in almost every way to an ordinary man.

Compared to humanity's teeming billions there are very few Space Marines indeed. They are far too few to form the sole fighting forces of the Imperium. The Space Marines are the Imperium's elite fighting troops, a core of highly mobile shock troops trained to fight on land and in space. On the battlefield they are expected to take part in the most dangerous and important attacks, and to hold their positions no matter how hopeless the situation.



Space Marines are entrusted with all sorts of dangerous missions, such as lightning raids behind enemy lines, infiltration attacks to capture vital positions, and tunnel fights in enemy-held cities. They also undertake long voyages of planetary exploration and conquest on behalf of the Imperium, ear-marking planets which are too well defended so that they can be attacked later with the support of the Imperial Guard.

CHAPTERS

Space Marines are organised into small independent armies called Chapters. Each Chapter has its own ships, its own uniforms, and its own distinct identity and traditions. Most Chapters operate from a world owned by the Chapter, known as the Chapter Planet. Chapter Planets are part of the Imperium, but they are ruled by the Space Marine Chapter that has its base there. Some Chapters are not based on a planet at all: their base of operations can be a vast space fleet, an orbital asteroid, or a giant space station.

All the Space Marines in a Chapter belong to its warrior cult. In many cases the warrior cults of the Space Marines preserve traditions and practices older even than the accepted ritual of the Ecclesiarchy. The details of these practices are rumoured to be barbaric and darkly sinister. Space Marines belonging to a Chapter are therefore spiritual brothers as well as brothers at arms. This dual role as physical and spiritual warriors is very important, and it is what makes the Space Marines such dedicated warriors.

ORIGINS

The Space Marines were created at the very dawn of Imperial history, approximately ten thousand years before the present day. Some of the Chapters can trace their history back to that time. These are the Chapters of the First Founding, created by the scientists of the Emperor to take part in the Great Crusade. Since that time many other Space Marine Chapters have been created, the most recent being those of the Twenty-Sixth Founding. The chart below lists the original twenty Chapters and their original leaders (Primarchs) and uniform colours. Many of these Chapters took part in the rebellion known as the Horus Heresy and were subsequently destroyed or exiled.

THE FIRST FOUNDING

This chart shows the original number designations, names, Primarchs, and unit colours of the first twenty Space Marine Chapters. Those indicated with an asterisk rebelled during the Horus Heresy and are no longer part of the Imperial Forces (some have survived as Chaos Renegades in the infernal regions of the Eye of Terror). The names and histories of Chapters 2 and 11 were deleted from Imperial records following the Horus Heresy. The name of Chapter 16, the Lunar Wolves, was changed to Sons of Horus prior to the Horus Heresy, and subsequently to the Black Legion, under which name it now serves the forces of Chaos.

FOUNDING CHAPTERS

Number	Name	Founding Primarch	Colour
1	Dark Angels	Lion El'Jonson	Dark Green
2	Deleted from Imperial records		
3*	Emperors Children	Fulgrim	Purple
4*	Iron Warriors	Perturabo	White
5	White Scars	Jaghatai Khan	White
6	Space Wolves	Leman Russ	Grey
7	Imperial Fists	Rogal Dorn	Yellow/Gold
8*	Night Lords	Night Haunter	Dark Blue
9	Blood Angels	Sanguinius	Red
10	Iron Hands	Ferrous Manas	Black
11	Deleted from Imperial records		
12*	World Eaters	Angron	Black
13	Ultramarines	Roboute Guilliman	Blue
14*	Death Guard	Mortarion	White
15*	Thousand Sons	Magnus the Red	Red
16*	Lunar Wolves	Horus	Black
17*	Word Bearers	Lorgar	Red
18	Salamanders	Vulkan	Dark Green
19	Raven Guard	Corax	Black
20*	Alpha Legion	Alpharius	Blue

* Chapters that turned to Chaos during the Horus Heresy

CHAPTER ORGANISATION

There are approximately a thousand Chapters of Space Marines at the current time. The Chapters are distributed fairly evenly throughout the galaxy, some outside the confines of the Imperium, most concentrated around areas occupied by Orks or other dangerous races. At any one time approximately half the Marine Chapters are engaged on exploratory missions, seeking out new worlds to conquer and hounding hostile aliens to extinction.

The Master of each Space Marine Chapter is its leader and spiritual head. A Space Marine Master not only leads his troops in battle, but he also has to act as the figurehead for the whole Chapter. As some Chapters rule entire planets, a Space Marine Master may act as the head of government as well – effectively as the Imperial Commander of a whole planet.

A Space Marine Chapter includes a substantial organisation designed to provide everything needed by the Space Marine fighting units. This includes armouries and weapon shops, space fleet and vehicle construction and maintenance sites, research laboratories, information repositories, communication offices and cult chapels. These organisations employ many more individuals than the fighting units, but only a small proportion are actually Space Marines. The majority are hereditary slaves of the Chapter. These slaves are born to serve the Chapter. They are well treated, receive a fine education, and fulfil a vital role within the Chapter. Slaves regard themselves as part of the Chapter, and their loyalty is beyond doubt.

FIGHTING UNITS

The organisation of the fighting units of Space Marines was laid down by the High Lords of Terra following the reformation of the Space Marine Chapters after the Horus Heresy. The rules governing Space Marine organisation and numbers are called the Codex Astartes.

Although not drawn up until the Emperor's incarceration, the Codex Astartes is commonly taken as his work. During the ten

THE DARK ANGELS

Of the Battle Brothers of the Dark Angels history cannot speak, for there are no records of the Dark Chapter's beginnings, of their part in the Great Crusade, or of their deeds during the terrible wars of the Horus Heresy. Only the legend persists – the legend that once the Dark Angels teetered upon the brink of Chaos, that foul betrayal besmirched the Chapter's valour and made vain all acts of former virtue. Yet they returned to the fold of the Emperor's love and tore themselves from the very bosom of temptation. Perhaps they sought the Emperor's pardon too late, for ever since they have borne the Mark of the Unforgiven. Can ten thousand years of purgatory absolve those to whom every battle is redemption? Can it be the lost souls of the slain that clamour for the absolution that victory brings?

thousand years since the original Codex Astartes, many Chapters have introduced their own variations. In some cases their organisation and equipment differs completely from the rigid dictates of the Codex Astartes. However, in most cases today's Space Marines follow the broad organisational rules laid down ten thousand years ago. A few Chapters regard the Codex Astartes as a holy text, and stick rigidly to its contents, regarding any deviation as tantamount to heresy. The organisation given below is that of the Codex Astartes, and it may be regarded as the normal organisational pattern of Space Marines.

Space Marines are divided into companies, the exact number of which varies from Chapter to Chapter but is typically ten. A company is led by a Space Marine Captain. There are ten squads to a company, and each squad consists of nine Space Marines plus a Space Marine Sergeant.

The First Company is made up from the oldest and most battle-hardened Space Marines. It is the senior and most respected company, and its members use Terminator armour as well as other Space Marine equipment.

The Tenth Company forms a training company. Its sergeants are older veterans but its fighting Space Marines are the Chapter's least experienced warriors. After a period in the training company Space Marines are allotted to other companies to replace battle casualties.

Individual Space Marines are trained to use all equipment, but in battle each squad is equipped in one of three ways: as a Devastator squad, an Assault squad, or a Tactical squad. Devastator squads use a high proportion of heavy weapons; Assault squads carry close combat weapons; Tactical squads are used in a general combat role.



Space Wolves Long Fangs and Wolf Guard repulse an Eldar attack.

THE PHYSIQUE OF A SPACE MARINE

A Space Marine begins his training when he is little more than a boy. At the same time a series of genetically tailored organs are carefully implanted into his body. These act upon the body's natural chemistry in conjunction with hypnotherapy and physical training. For example, the implantation of a small organ called the Biscopea greatly accentuates the effect of hormones controlling muscle growth, and as a result Space Marines grow to be tremendously strong.

All Space Marine implants work in conjunction with the body tissues to stimulate natural powers or to create

powers which are wholly new. These implants will not work in a fully grown adult, they rely on the body's natural growth process to incorporate them into the Space Marine's physiology.

Organ implantation goes hand-in-hand with a harsh routine of physical and spiritual training. This is achieved by means of hypnotic suggestion, prolonged meditation, vigorous spiritual tests, and gradual initiation into the cult rites of the Chapter. All of these processes serve to harden the Marine's mental powers and sharpen his instinctual senses.



Secondary Heart. Space Marines have two hearts: their natural heart and a second one situated on the right side of their chest. The second heart grows from an implanted germ cell.

Ossmodula. The bone strengthener. This small implant made into the lower part of the brain affects bone growth. Space Marines have tremendously strong bones and their rib cage is fused into a solid protective shell.

Neuroglottis. By chewing, tasting or smelling a substance a Space Marine can test it for toxicity and nutritive content. The organ also allows the Space Marine to identify subtle odours in the same way as a tracker dog.

Haemastamen. The blood maker. Space Marine blood is very brightly red and far more efficient than ordinary human blood.

Larramans Organ. The healer. When a Space Marine is wounded the blood forms an instant layer of scar tissue, staunching blood flow and protecting the wound. This organ is responsible for producing the special blood cells called Larraman cells which make this possible.

Catalepsean Node. Space Marines can rest half of their brain at once, and thus stay awake for days at a time. The Catalepsean Node which makes this possible is implanted into the brain where it controls circadian rhythms of sleep and the response to sleep deprivation.

Preomnor. Space Marines have a second or pre-stomach which allows them to eat otherwise poisonous or indigestible materials. Deadly poisons are either neutralised or isolated from the digestive tract.

Omophagea. Space Marines can gain part of a person or creature's memory by eating its flesh. This special organ is implanted between the thoracic vertebrae and the stomach wall. It works by absorbing genetic material from the meal itself.

Multi-lung. Space Marines have three lungs and can close off their normal lungs in favour of the bio-engineered multi-lung. The multi-lung allows the Marine to breath poisonous atmospheres or even water.

Lymans Ear. Space Marines do not have the internal organs of the normal human ear. These are removed and replaced with the Lymans Ear. Their hearing is not only sharper, but they can filter out or enhance specific sounds. The organ also affects balance, so a Marine is unlikely to become dizzy or disoriented as a result of motion.

Sus-an Membrane. The suspended animation organ. This brain implant allows a Space Marine to enter a voluntary state of suspended animation in which he can survive for centuries if necessary.

Melanchrome. The pigment organ. A Space Marine's skin colour is photo-chromatic, and reacts almost instantly to the strength of sunlight. The melanchrome protects the skin and provides limited protection from radiation.

Oolitic Kidney. Space Marines have an extra kidney which filters any harmful substances from their blood. A Marine can enter a trance in which his hearts pump blood frantically round his body whilst the oolitic kidney purifies his blood. This emergency detoxification system enables a Space Marine to survive poisons and gases which are too powerful even for his other protective organs.

Biscopea. The muscle builder. This small organ is implanted into the chest cavity where it releases special muscle-building hormones. Space Marines are heavily muscled and very strong.

Mucranoid. The skin-sealer. This organ responds to chemical therapy causing the Space Marine to sweat a protective waxy substance which seals and protects his skin. Marines are cocooned in this way before they enter suspended animation. The process even protects them from vacuum and extremes of temperature to some extent.

Betchers Gland. The poison bite. A Space Marine can synthesise poison which he stores in this modified salivary gland. The poison is highly acidic. Not only can the Space Marine spit poison, but he can also use the corrosive acid to gradually burn away even strong metals.

Progenoids. The gene-seeds. Every Space Marine has these organs, one implanted in the neck and another in the chest. The organs respond to the presence of other implants in the body by creating germ cells corresponding to those implants. These germ cells grow and are stored in the progenoid organs. Mature progenoid organs can be removed, and new implants artificially cultured from them. This is the only way new implants can be created, so a Chapter depends upon its Space Marines to create other Space Marines.

Occulohe. Thanks to this organ Space Marines have eyesight which is far sharper than a normal man's. They can also see well in the dark.

Interface. The hardened and shell-like rib cage of the Space Marine is covered with a stiff membrane. Neurone connectors from the membrane penetrate the Space Marine's spine and connect his motor nervous system to the interface. Connectors on the interface link up to the Space Marine's power armour battle suit, or to other types of armour, equipment controls or monitors. This allows the Space Marine to control an armoured suit just as if it were his own body. It also allows the Space Marine's heart rate and other vital life-signs to be read off from a connector point on his armour.

SPECIAL MARINES

TECHMARINES

The Tech-Priests of Mars are the guardians of Earth's ancient science and every Space Marine Chapter sends a proportion of its young initiates to the Adeptus Mechanicus where the Tech-Priests induct them into the Machine Mysteries, as the sacred rites of the Adeptus Mechanicus are called. A Chapter's Techmarines take charge of its weapon manufacture and development, run its shipyards, and assume command wherever their expertise is required. They are high ranking and highly respected officers, and they may be in charge of cyborg Servitors.

LIBRARIANS

The Chapter's Librarium is its command and communications centre. Because interstellar communications are achieved by psychic means, most of the Space Marines who work in the Librarium are psykers. They are called Librarians, and are recruited from young primary psykers trained by the Adeptus Astra Telepathica. Psykers are an essential part of every fighting force because they are the only means of communicating over interstellar space. They also have potent psychic powers which can be used on the battlefield to support the conventional weaponry of ordinary Space Marines.

Librarians hold a functionary rank, describing their role as well as their position. The Lexicanian is the lowest battlefield rank, his job is to provide battlefield support as well as to prepare a report of the fighting for the Chapter's records. The

Codicier also provides battlefield support, evaluates the reports of Lexicanians and provides a strategic overview of battles for the Chapter's records. The Epistolary is a more powerful Librarian, his role corresponds to that of chief psychic communication officer. He can transmit and receive psychic messages on the battlefield. The most important of all fighting Librarians are the Chief Librarians, superior in rank and psychic power.



Blood Angel's Apothecary.



THE BLOOD ANGELS

Upon the seed of the Blood Angels there lies the most ancient curse of mutation, a foulness that cannot be seen, which is covered over by the grace, intelligence, and high achievements which are the proud boast of this most noble of Chapters. Yet the fire that burns behind the eyes of these sons of Sanguinius is bright with a thirst which only the blood of man can slake. Aye, it would be wise to but whisper the name that comes from times heavy with age and fear, a name which echoes in the march of the Blood Angels, the name of Vampire.

APOTHECARIES

A proportion of young Space Marines are trained as medical staff and they join the Apothacarion, the Chapter's hospital and biological research centre. They join fighting troops as battle medics, but their most important task is the recovery of progenoid glands from dying Space Marines. As these glands contain the germ cells which are needed to create future Space Marines, it is vital that they are saved if at all possible. The loss of valuable genetic material can seriously reduce a Chapter's fighting strength for years to come.

CHAPLAINS

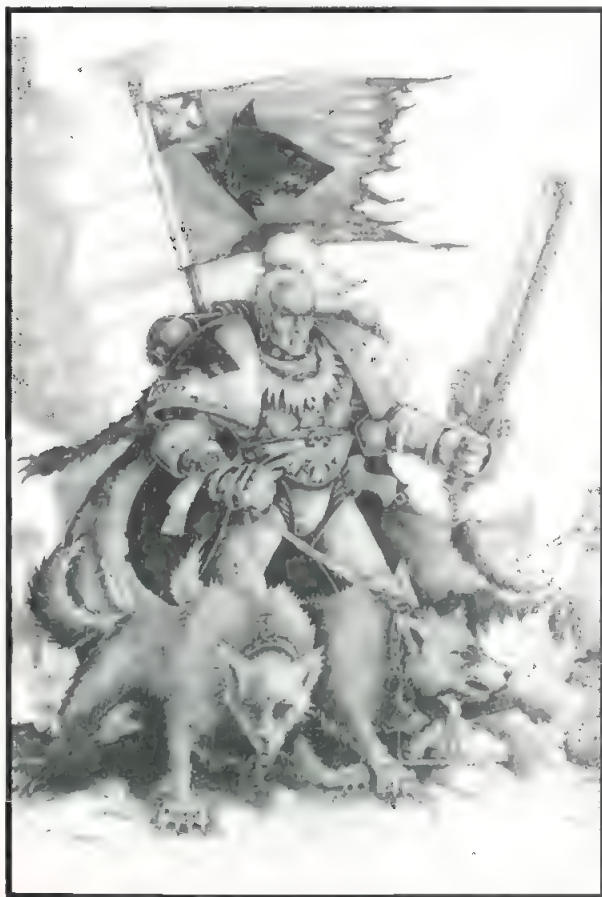
The original Space Marine Chapters were founded during the Emperor's lifetime and before the emergence of the unified Imperial Cult in the form of the Ecclesiarchy. The Space Marines have never acknowledged the religious supremacy of the Ecclesiarch, but prefer to stick to their own cult beliefs and practices. Chaplains are the priests of these cults, keeping the cult secrets, and preaching its abiding principles. In battle each Company is accompanied by a Chaplain to inspire the Marines with his stirring liturgies and personal heroism.

THE PRIMARCHS

Over ten thousand years ago, at a time when the Earth was enmeshed in the warp storms conjured by the Chaos Gods, the Emperor made his plan to free the human race. Together with his scientists, the greatest minds of that age, he slowly unlocked the secrets of life, unravelling the energies of the warp and refashioning them to his purpose. He created twenty super-human creatures, twenty beings whose powers equalled, and in some respects exceeded, his own. The Emperor's plan was that the twenty super-beings would help him reunite human space into a single empire under his protection.



The Emperor's plan was not unknown to the Chaos Gods. They recognised in the Emperor a creature whose powers equalled their own, a being who they could not realistically expect to harm, and an implacable foe who would not rest until they were destroyed. They also recognised the twenty super-humans as a force that could make the Emperor invincible. The Chaos Gods struck whilst the foetal super-humans grew in their incubation chambers. The Emperor had placed a psychic shield around the chambers, but the Chaos Gods managed to break it down and pluck the infant super-humans from Earth, casting them adrift into warp space. Fortunately, the infants were only dispersed by this action and



not destroyed, and the twenty fell from the warp onto human worlds where they were variously adopted by human parents.

The Emperor was to spend the following decades searching for his lost creations. Eventually he found them, and after many long adventures recruited them to his service. Their role was to become the Primarchs – the founding fathers of the Space Marines. Using genetic material taken from the Primarchs, the Emperor engineered the implants that distinguish Marines from normal men. As a result, all Space Marines have powers derived from the Primarchs, although a Marine's powers, considerable as they are, are feeble compared to the super-human energies of a Primarch. The Primarchs were practically indestructible and possessed warp-enhanced strength. They could scatter whole armies or even the daemonic creatures of the warp. Some had other powers which do not survive amongst the Space Marines at all, such as flight and invisibility.

The Primarchs led the first Space Marine Chapters in the conquest of the galaxy, effectively creating the Imperium as it is known today. However, the initial influence of Chaos in their unborn lives was to leave some Primarchs with a life-long weakness, a hunger for personal power that was to lead to their downfall. It was Horus, founding Primarch of the Lunar Wolves, who was to lead the revolt known as the Horus Heresy.

During the Heresy many of the Marine Chapters joined Horus against the Emperor, and many other troops joined his side. In the terrible war that followed, Primarch fought Primarch, Marine fought Marine, and Man fought Man, as the newly conquered galaxy tore itself apart once more. The bloodiest battle of all was the final contest over the possession of Earth, when the Emperor himself saved the planet by launching a cloaked attack against Horus's battle-barge. During the Emperor's confrontation with Horus the traitor was slain, but the Emperor was wounded badly and physically incapacitated. Following the battle the Emperor retired permanently into the life-sustaining Golden Throne where he remains to this day. The followers of Horus were driven into the Eye of Terror, where the Traitor Marine Chapters established themselves as the arch-enemies of the Imperium.

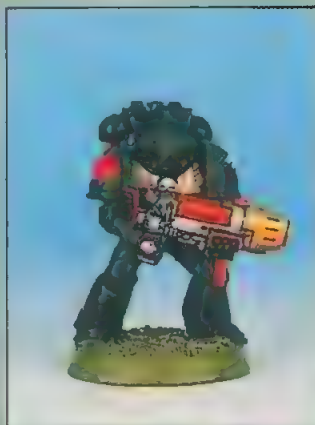


Of the original twenty Primarchs only nine survived the Horus Heresy. The remainder were either killed in the fighting (like Horus) or fled with their Chapters into the Eye of Terror. The survivors helped the Emperor to rebuild the Imperium. A genetic bank was formed from their gene-material so that new Space Marine Chapters could be founded in the future. Although long lived, the Primarchs were not immortal and the last of their kind finally died after fourteen hundred years. Many extraordinary legends are told of the deeds of the Primarchs, many of which are preserved by the lore of the Marine Chapters. Today the Primarchs are worshipped alongside the Emperor as saints in the pantheon of the Chapter cults. Their tombs have become places of pilgrimage, and their bones and personal possessions revered relics.

DARK ANGEL SPACE MARINES TACTICAL SQUAD



SERGEANT



WITH PLASMA GUN



WITH LASCANNON



SERGEANT'S
BANNER



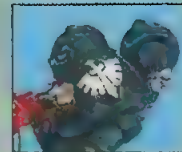
3RD SQUAD
TACTICAL
BADGE



ARMY
BADGE



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TYPICAL HONOUR
BADGES



A COMPLETE DARK ANGELS TACTICAL SQUAD

SPACE MARINE DEVASTATORS

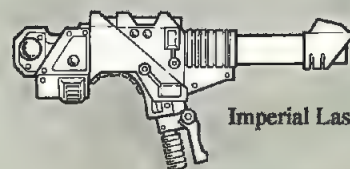


Space Marines designed by Jes Goodwin and Norman Swales

The Space Marine Devastators box contains five new Space Marine models designed by sculptors Jes Goodwin and Norman Swales. Four Space Marines carry awesome heavy weapons: two have Heavy Bolters, ideal for laying down a withering curtain of fire; one is armed with a Lascannon, the ultimate tank buster of the 41st Millennium and the fourth has a Missile Launcher, a long ranged weapon which can fire either armour penetrating shells or explosives. The fifth Space Marine is a sergeant armed with a deadly power fist – an energised gauntlet that can tear apart armour and crush enemies in hand-to-hand combat.

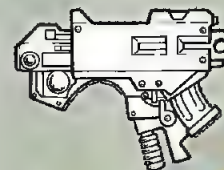
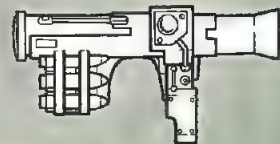
These Space Marines with heavy weapons make an excellent addition to a Devastator Squad or Tactical Space Marine Squad from any Space Marine Chapter. We've chosen to paint our Space Marines as the heavy-weapon element from an Ultramarines Devastator Squad.

All five of the Space Marines are supplied with separate metal weapons and plastic arms and shoulder pads, allowing you to assemble them in a variety of combinations and poses.



Imperial Lascannon

Missile Launcher



Heavy Bolter



Models supplied unpainted. Banners not supplied.

WARNING! This model contains lead and may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.

**GAMES™
WORKSHOP**

SPACE MARINES

Space Marines are the finest human warriors of all. Genetically tailored and utterly loyal to the Emperor, the Space Marine Chapters represent mankind's greatest hope of victory in the unending wars for survival. A Space Marine is stronger and tougher than an ordinary human, with faster reflexes and superior co-ordination.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Marine	4	4	4	4	4	1	4	1	8
Champion	4	5	5	4	4	1	5	1	9
Hero	4	6	6	5	5	2	6	2	9
Mighty Hero	4	7	7	5	5	3	7	3	10

SPECIAL RULES

Break tests. Space Marines are utterly dedicated warriors who are prepared to fight and die if need be. To reflect their strong morale and determination Space Marines are not subject to the normal rules for broken troops. Instead the following rules apply.

Space Marine units take Break tests as normal. However, if they fail their test they are not broken and forced to flee, like other troops, but are *shaken* instead. Shaken troops may never move towards the enemy but may shoot, fight hand-to-hand combat and use psychic powers normally. Shaken troops may move away from the enemy if you wish, but do not have to do so, and individual models may pivot on the spot to face an enemy. If surrounded and therefore unable to move without approaching an enemy, they cannot move at all except to pivot on the spot.

If shaken Space Marines are fighting in hand-to-hand combat then they may not use follow-up moves to engage other

enemy models. The exception is that they may use a follow-up move to fight an enemy model which is already engaged against another Space Marine (the loyalty of a Space Marine for his brothers outweighs his trepidation). Shaken Space Marines may use a follow-up move to get behind cover even if this means moving closer to an enemy.

Once it has become shaken a Space Marine squad may recover by taking and passing a rally test at the end of its turn. The usual conditions apply: ie the squad may not attempt to rally if it is not behind cover or if the closest friendly models are broken.

If a Space Marine squad is shaken and fails a further Break test then it is broken and forced to flee exactly like any other troops. The advantage of the Space Marines is that they can effectively fail two Break tests before they are broken, representing their steadfastness and courage in the face of death. Once broken a Space Marine squad may rally like any other unit, and if successful is restored to normal fighting condition in the same way.

Rapid Fire. If a Space Marine squad doesn't move at all and is not engaged in hand-to-hand combat then the Space Marines may use *rapid fire*. The warriors plant their feet firmly on the ground and open up with a burst of shots from their boltguns or bolt pistols. Each Space Marine may fire his storm bolter, boltgun or bolt pistol twice instead of once as normal. Rapid fire is only possible with storm bolters, boltguns and bolt pistols, not with other weapons, although some squad members may use rapid fire whilst others fire single shots (if using missile launchers, flamers or a single throw of a hand grenade for example). Rapid fire is worked out exactly like ordinary shooting except that each Space Marine fires twice rather than once.



Space Wolves Long Fangs and Grey Hunters hold a strongpoint.

TECHMARINE

Every Chapter sends a proportion of its young warriors to Mars where they are trained by the Tech-Priests of the Adeptus Mechanicus. If they prove able and studious they are inducted into the rites of the Machine Mysteries, the secret and mystical union of man and machine, the details of which remain the most sacred mystery of the Tech-Priests. Once he has undergone his initiation the Space Marine is no longer wholly a Space Marine, he has become a Tech-Priest and a devotee of the Cult of the Machine God. This strange duality of loyalties means that Techmarines always stand apart from other Space Marines. They are priests of the Machine God skilled in the arcane sciences, and pertinent to the dark secrets of technology.

When a Techmarine returns to his Chapter he joins his fellow Techmarines, the Chapter's corps of technicians and builders, mechanics and inventors. To their fellow Space Marines they are mysterious figures possessing disturbing skills and obscure knowledge. To undertake the manual labour of maintenance and construction, the Techmarines create cyborg Servitors, weird machine men with limbs of metal and hands formed into heavy tools.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Techmarine	4	5	5	4	4	1	5	1	9

SPECIAL RULE

A Techmarine may attempt to repair a single damaged hit location on a vehicle, a dreadnought or a destroyed support weapon, if he can reach it during his next movement phase. He can do nothing else during the turn – he cannot shoot or fight hand-to-hand combat while he is attempting a repair. At the end of the turn roll a D6.

D6 Result

- 5-6 **Repair.** The Techmarine succeeds in putting good all damage sustained in the previous turn.
- 3-4 **Possible Repair.** The damage is extensive but the situation is not hopeless. The damage is not repaired this turn, but you may carry on working for a further turn if you wish. At the end of this further turn the damage will be repaired on a roll of 4+, while a score of 3 or less indicates that the damage is beyond repair. A Techmarine may do nothing else whilst attempting a repair.
- 1-2 **Hopeless.** The Techmarine can do nothing but speak a litany for the machine's departing spirit.

SERVITORS

Servitors are created by the Techmarines as helpmates and servants. They are weird combinations of men and machines, bio-engineered by the Techmarines to perform specific tasks. Their bodies are grown from human gene-cells in vats of artificial nutrient, and although physically strong and robust their minds are blank and incapable of development or of feeling much pain. Techmarines insert bio-programs into their Servitors' brains, and replace parts of their bodies with mechanical contrivances such as huge metal claws, infra-red sensors for eyes, and whatever specialised tools are required. Servitors operate many of the war engines and other machines of war that the Techmarines make.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Servitor	4	3	4	3	4	1	4	1	7

SPECIAL RULES

Immune to Psychology. A Servitor's mind is essentially blank and only the most rudimentary instincts remain. Servitors cannot be affected by *fear* or *terror* and are immune to all psychological effects.

Crew. On the battlefield Servitors act as weapon crews. In this capacity they will operate their equipment and fight to defend it if necessary. If their weapon is destroyed they will automatically move towards another thus forming a reserve of

crew members around surviving machines. Servitors can also act as a Techmarine's bodyguard forming a unit of troops led by the Techmarine. Crew Servitors whose weapon has been destroyed may join a Techmarine's bodyguard instead of forming reserve crew for other machines.

Save. A Servitor's mechanized body is partially armoured giving him a saving throw of 5 or more on a D6.



Two bio-engineered Servitors.

CHAPLAINS

The first Space Marine Chapters were founded centuries before the development of the Imperial Cult and the dominion of the Adeptus Ministorum. As a result every Space Marine Chapter has its own cult practices and its own priests known as Chaplains. Whereas the Adeptus Ministorum has gradually extended its influence over all the many thousands of individual cults that once existed throughout the galaxy, it has never been able to influence the Space Marine cults, which remain as stubbornly individualistic today as they ever were. Other civilian cults are denounced as heresy, and their adherents rooted out by the Ministorum's troops, but the Space Marine Chaplains care nothing for the misguided ravings of the Ecclesiarchy and ignore the dictates of the Imperial Cult in favour of their own ancient traditions.

The Chaplains administer the rites of their Chapter, performing the ancient ceremonies of Initiation and Vindication, as well as leading their brethren through the prayers of faith and sacred psalms of the Emperor. It must not be forgotten that Space Marines are devout warriors. Their faith in the divinity of the Emperor is as vital to them as their skills at arms, and their spiritual life is deep and complex. The Chaplains accompany their brothers into war, chanting the liturgies of battle as they lead the way into the ultimate consummation of battle and death.

SPECIAL RULE

Leadership. Chaplains are inspirational individuals and spiritual leaders. If any Space Marine unit within 8" of a Chaplain fails any Leadership-based test (such as a psychology test or a Break test) then it may retake the test immediately.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Champion	4	5	5	4	4	1	5	1	9
Hero	4	6	6	5	5	2	6	2	9
Mighty Hero	4	7	7	5	5	3	7	3	10



A Blood Angels Chaplain.

APOTHECARY

The future of every Space Marine Chapter is wholly dependent upon the organic implants which turn a young initiate into a Space Marine warrior. Without these implants and the bio-engineering skills which are needed to use them the Chapter would soon die. Every Chapter has its own bio-researchers called Medics or Apothecaries. The lore of bio-engineering is passed down from generation to generation, and the memory banks of the Apothecarion contain records of the Chapter's genetic history. Every trace of mutant gene-seed must be expunged, every weakness removed, and only the healthy gene-seed used to propagate new Space Marines.

The source of a Chapter's gene-seed is its Space Marine brothers themselves. Every Space Marine carries a replicating organ buried deep inside his chest and another at the base of his throat. These progenoid organs absorb free DNA strands from the Space Marine's other implants and form them into germ cells. If a Space Marine dies these replicating organs can be removed and the germ cells they contain used to grow fresh implants. If a Space Marine dies in battle he can be replaced if either or both of his progenoid organs can be recovered (given a few years) but if he dies and his body is destroyed or lost then his gene-seed is lost too.

Space Marines rarely go to battle without an Apothecary. The Apothecary is a warrior of supreme might and bravery, whose role is to save what he can of the Chapter's gene-seed. If a brother warrior falls the Apothecary can administer to him by tending his wounds and applying battle dressings to staunch the flow of blood. Many Space Marines that would otherwise be unable to fight have lived to fight again thanks to the attentions of an Apothecary.

Not all the wounded can be saved: some are so badly hurt that death can be only a matter of time; others are killed instantly. The Apothecary can only calm the spirits of the dying and prepare them for death, helping them on their way with the heavy pistol carried to end the suffering of the dying. Once dead a Space Marine can live on only as gene-seed, and the Apothecary ensures that he returns to the Chapter by removing the progenoid organs from his body.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Apothecary	4	5	5	4	4	1	5	1	9

LIBRARIAN

There are many mutants amongst human society, most are dangerous and very few are tolerated within the Imperium. One of the most important are psykers, potentially both the most dangerous and the most useful of all mutants. Young Space Marine initiates are subjected to the most rigorous testing to ensure that no mutant genes enter the Chapter's gene-pool. If this were to happen the consequences would be dire, for the mutant gene could affect the Chapter's gene-seed, either destroying it or warping it in some fashion.

Over the millennia many Chapters have developed minor mutations as a result of the transmitted effects of the gene-seed. Some of these mutations have created unusual physical or mental characteristics amongst certain Space Marine Chapters. The Space Wolves, for example, develop fangs which grow longer as the Space Marine ages.

The mutations which endow humans with psychic powers are common amongst human society so that only by the righteous persecution of the Inquisition and the careful testing of the Coven Masters of the Adeptus Astra Telepathica can dangerous mutants be purged from the Imperium. Even the Space Marine worlds are not immune to genetic deviancy.

The Apothecaries of every Chapter tests its initiates' physical gene-structure whilst the psychic potential of the young candidates is examined by the Chapter's Librarians. Librarians are powerful psykers, they are responsible for all interstellar communication with the power to project their minds through warp space. They are also the adjudicators of the Chapter's psychic population, dividing psychic mutants into those whose powers are dangerous and those whose powers may be used by the Imperium. Only the most powerful of those suitable psykers can become a Space Marine Librarian.

Space Marine Librarians are trained to use their powers in battle: to unleash energy blasts, to sense the enemy's movements, and to predict the fortunes of battle. They learn how to read the Emperor's Tarot and to sense the subtle movements of daemons and other extra-real entities through warp space. A Librarian can feel the psychic shock waves that herald the arrival of a space craft, or the turmoil that ships

leave in their wake as they depart. All these powers and more make the Librarians the ultimate Warrior Mystics, endowed with abilities which set them aside from their brother Space Marines.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Lexicanium	4	4	4	4	5	1	5	1	8
Codicler	4	5	5	5	5	2	5	1	8
Epistolary	4	6	6	5	5	3	6	2	8
Chief Librarian	4	7	7	5	5	4	7	3	9



A Blood Angels Librarian.

SPACE MARINE SCOUTS

As a Space Marine initiate completes his training he prepares for battle alongside his brother Space Marines. His first combat experience will be in the Space Marine Scouts, a corps of lightly armed troops whose role is to fight ahead of the main battle lines and clear the way for the Chapter's advance.

Space Marine Scouts wear lighter armour than full Space Marines and are less heavily armed. They rely upon speed and mobility to scout out enemy positions and uncover any foes who have secreted themselves in ambush. Space Marine Scouts will also set traps and ambushes for careless enemy, and they can infiltrate behind enemy lines to sabotage supply lines or blow up ammo dumps spreading confusion and panic as a result. Once he has proved himself worthy of his Chapter the Space Marine Scout is ready to join the full-blooded battle brothers as a Space Marine warrior.

Troop Type	M	WS	BS	S	T	W	I	A	Ld
Scout	4	4	3	4	3	1	4	1	7

SPECIAL RULES

Infiltration. Space Marine Scouts may deploy onto the battlefield using the Infiltration rule as described in the Starting the Game section of the Warhammer 40,000 rulebook.

Dispersed Formation. Space Marine Scouts may use dispersed formation as described in the Squads section of the Warhammer 40,000 Rulebook.



Men united in the purpose of the Emperor are blessed in his sight and shall live forever in his memory.

Ecclesiarch Deacis

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Top: The gaming tables at the Peterborough store.



Right: Enthusiasts enjoying a game of Warhammer at the Leicester store.

NEW WARHAMMER DAYS

Throughout the summer, every Games Workshop Store in the UK will be running special Warhammer Days. There'll be competitions, prizes, quizzes, painting and modelling demonstrations, and of course loads of games of Warhammer, Warhammer 40,000 and Space Marine that you can join in with. Games Workshop's expert gamers, painters and modellers will all be there so come along and join in the fun.

9th Oct
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and
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16th Oct
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and
BROMLEY

23rd Oct
YORK
and
GUILDFORD

SPACI MARINE



Top: A game of Space Marine at the Leicester store.



Left: Bob from the Nottingham store gives some tips on miniature painting.

Below: Some of the vast range of stock in a typical store.

Bottom: An exciting game of Warhammer 40,000 at the Peterborough store.



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MAN O' WAR™

NORSE RAIDERS

By Andy Jones

The northern regions of the Old World suffer from extremes of climate and geography unlike anywhere else. The dense dark forests, high barren mountains, icy seas and long winter nights conspire to make life both hard and short. This cruel land is home to the Norse – a race of men that are as fierce, brutal and unforgiving as the landscape itself.

Because little grows upon the rocky soil of the North, the Norse have traditionally turned to the sea for their livelihood. Their Kingships and Longships set out for the shores of Albion, the coasts of the Old World, and even further afield, bringing warriors to pillage and extort what they require.

Occasionally they will trade with other races, or hire themselves out as mercenaries in return for goods, but most of the time they will simply fight to get what they want. It is said that the Norse love war, song and ale; but most of all they love war.

Old Worlders tell horrifying tales of these berserk warriors from over the Sea of Claws, looting and burning from their dragon-headed vessels, and ravaging the northern coasts of The Empire and Kislev.

The Norse are known as excellent sailors and fearless warriors, given to great voyages and adventures; the most wayward of the Norse raiders have sailed as far as Ulthuan and The Southlands, bringing home tales of strange lands, immeasurable wealth and wild creatures.

The Norsemen's skills make them ideal recruits for any navy, and as a result Norse warriors are found fighting for the highest bidder in many sea battles. A Norseman's first love is battle, whether it is as a mercenary, an ally, or as a follower of the Plaguefleets of Chaos.

Longships excel in boarding actions and are fairly fast, being able to move under both oars and sail. Each carries many warriors; bloodthirsty fighters able to turn their hand equally to oar or sword. The Norse scorn the use of cannons aboard their ships, in order to keep them as light as possible for greater manoeuvrability.

NORSE SHIPS

Norse ships make a useful addition to your warfleet if you plan to get stuck into some heavyweight boarding actions. They are generally used as allies for other races, but if you want to have a fleet made up entirely of Norse ships, we have included a Norse Fleet List. There are two types of Norse ship: the Kingship, which is a Man O' War, and the Longship, which is a Ship of the Line. They are similar in appearance, but the Kingship is much more powerful in battle.

Unless specifically contradicted here, all the normal Man O' War rules apply to Norse ships.

MOVEMENT

Norse ships have a very shallow draft. They can sail in dangerously shallow waters and beach on remote shores without damaging their hulls. To represent this, the normal rules for running aground are slightly different for Norse ships.



Norse
Longship

NORSE LONGSHIPS AND KINGSHIPS

Old Worlders tell horrifying tales of the berserk Norsemen who loot and burn the ports along the coast in their mighty Kingships and Longships. These sleek vessels can move either under oars or sail and scorn the use of heavy fire-power in favour of high manoeuvrability, so they can strike quickly at the enemy. The Longships in particular excel in boarding actions against other vessels, their decks packed with bloodthirsty warriors able to turn their hands equally to oar or sword.



NORSE LONGSHIP



NORSE KINGSHIP



A NORSE KINGSHIP AND THREE LONGSHIPS SET OUT ON A RAID.

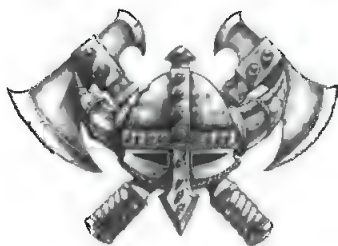
If a Norse ship passes over any part of a sandbank, rocks, a coastal section or an island, it must end its movement for that turn and you must make a below the waterline saving throw. If you fail, you must roll on the following table.

Roll	Damage taken by Norse ship
1	2 below the waterline hits.
2-5	1 below the waterline hit.
6	No damage.

Any Norse ship that starts the battle phase aground may attempt to move off by rolling a dice: on a score of 3 or more the ship may move away freely. If you roll 1 or 2 the ship is stuck fast and stays where it is. It doesn't take any more damage and may try and move again next turn.

COMBAT

Norse ships have no ranged weapons at all, so all they can do during the battle phase is move and board other ships. As it happens, they are very good at boarding actions.



KINGSHIPS

Kingship crews are made up of a number of different warrior classes, though all are soldiers first, sailors second. This doesn't mean that they are poor sailors – far from it; the Norse are amongst the most accomplished seafarers in the Known World. What it does mean is that given the choice between a long voyage or taking part in a bloodthirsty battle, the fight would win every time.

Norsemen who take to the seas in search of treasure, glory and war are usually from one of the following four warrior classes: Ulfwerener, Berserkers, Bondsman or Huscarls.

The Norse warrior counters supplied replace the normal Man O' War crew counters, which are not used for Norse Kingships.

Norse warrior counters act in exactly the same way as crew counters, in that each adds +1 to your boarding action dice roll, but they also add additional bonuses as detailed below.

Note that anything that affects a crew counter in the Man O' War game, such as magic or critical hits, will affect a Norse warrior counter in the same way. With the exception of their special rules, they are the same as normal crew counters.

Ulfwerener

Ulfwerener means 'Wolf Warriors' and is the word used by the Norse to describe those members of their society who are able to transform their shape into a grotesque half-man half-wolf. Such individuals are quite common in northern Norsca, where whole families of these werewolves live in forest settlements.

Ulfwerener are much feared throughout the Warhammer World as fearsome fighters, whether in man or wolf form. The black and terrible deeds of the Ulfwerener over the years have led to many of the horror stories about the Norse, and have given them a well-deserved reputation for ferocity in battle.

Ulfwerener Special Abilities

If the Ulfwerener are leading a boarding action, roll a dice.

On a 1, 2 or 3 they enter the battle as normal crew, and have no extra effect on the result of the boarding dice rolls.

On a 4, 5 or 6 they leap onto the enemy vessel as ravening, slaving giant wolves, and add +1 to your boarding dice rolls. In addition, your opponent must roll a dice for each of his crew counters. On a score of 1 it jumps overboard to escape the wolves and is discarded.

Berserkers

These lawless, near uncontrollable, warriors are considered maladjusted even by other Norse Warriors. Before a fight, the Berserkers work themselves into a battle frenzy, ripping and biting at their own clothes and war-gear. In this state they are highly dangerous – not only to the enemy, but sometimes to their own side! A ship that has both Ulfwerener and Berserkers aboard is a fearsome opponent indeed, and any ship coming too close is likely to be boarded and captured with ease.

Berserker Special Abilities

If the Berserkers are leading a boarding action, roll a dice on the following table before the boarding action starts, and again for each subsequent round of the action.

Roll	Berserker Special Ability this turn
1-2	-1 to your boarding dice roll.
3-4	+1 to your boarding dice roll.
5	+2 to your boarding dice roll.
6	Roll again and add that number to your boarding dice roll

Bondsmen

Bondsmen normally make up the majority of warriors aboard a Longship. They are fierce fighters, and show few qualms about laying down their lives in battle.

Bondsmen Special Abilities

If they are leading the combat, Bondsmen give an additional +1 to your boarding dice rolls, whether the Norse are attacking or defending.



A Norse Kingship and three Longships attack a High Elf coastal patrol.

Huscarls

Huscarls are the household troops of the Norse Lords. They are maintained and well equipped by their masters, and are fiercely loyal and frenzied fighters. When a Norse Lord takes to the sea, his Huscarls will go with him. They fight alongside him and share his fortune, be it good or bad. Huscarls are the defenders of their household banners, and will fight with grim determination to repulse anyone who boards their Lord's ship, giving no thought to their own lives in their efforts to destroy their adversaries.

Huscarl Special Abilities

Huscarls give a +1 to boarding dice rolls whilst leading an attack, and +3 when leading a defence.

USING NORSE WARRIOR COUNTERS

At the start of a game, separate the Norse warrior counters and place them in a cup. Give the cup a good shake to shuffle up the counters, and then take five for each Kingship in your fleet.

Before a boarding action, choose one of the counters. This is the warrior class that is leading the fight. The crew get the benefit of this warrior class' special abilities during the combat, whether it is an attack or a defence. (The boarding party get the normal dice roll plus their number as usual, plus the special ability of the leading warrior class.)

For example: a damaged Kingship has four Norse warrior counters left, out of an original five: 2 Berserkers, 1 Huscarls and 1 Bondsman.

During the game, it attempts to board an Empire Wolfship from the starboard side; the Norse player decides that the Berserkers will lead the attack.

The Norse player gets a dice+4 (1 for each Norse warrior counter in the attack), and rolls a 3, giving a total of 7. He rolls another dice to see what effect the Berserkers have on this total; the result is 4, which means the Berserkers give an extra +1 to the boarding dice roll, for a total of 8.

The Empire player gets a dice +3 (because he has only 3 crew counters), and rolls 4; adding +1 for the broadside cannons, he therefore has a total score of 8.

The combat is a draw and both players lose one crew counter. As the Berserkers were leading the attack, the Norse player must discard one of his Berserker counters.

The initiative passes to the Empire player who decides to counterboard the Kingship. He rolls of 3, adds +2 for his remaining crew counters, giving a total of 5. (Note that as he is attacking, he may no longer add +1 for the cannons.)

The Norse player decides to lead the defence with his Huscarls. He gets a dice +3 for the number of Norse warrior counters he has left, plus another +3 for the Huscarls' special defensive ability. He rolls a 5, which gives him a total of 11.

The Norse win the round and the Empire player loses another crew counter.

The Norse player decides to go on the offensive again, this time with his remaining Berserkers leading the attack. He gets a dice +3 for his remaining Norse warrior counters, and rolls a 3, for a total of 6. Rolling a dice for the Berserkers, he gets a 5. This gives him another +2 to his boarding dice, for a grand total of 8.

The Empire player now gets a dice +1, as he only has 1 crew counter left. He rolls a 5, which gives him a total of 6. Although he can add +1 to this for his cannons, giving him a 7, he still loses the fight.

The Empire player is beaten and the Wolfship is captured; the Norse player boards it with his Bondsman and captures it as a prize. This leaves him with his Huscarls and his remaining Berserkers onboard his Kingship.



NORSE KINGSHIP



**No Ranged
Weapons**

OARS
6"/8"

SAIL
6"/9"

Weapons

None

Special Rules

The crew of a Kingship are variable: see *Norse Crews and Boarding Actions* in the main rules.

If a Kingship runs aground and fails a below the waterline saving throw, roll on the following table.

- | | |
|-----|-----------------------------------|
| 1 | Takes 2 below the waterline hits. |
| 2-5 | Takes 1 below the waterline hit. |
| 6 | No Damage. |

The Kingship must then roll a 3 or more to move away freely

<div style="display: flex; justify-content: space-between; align-items: center;"> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 5px;"></div> <div style="text-align: center;"> <h2 style="margin: 0;">NORSE KINGSHIP</h2> <p style="margin: 0;">MAN O' WAR</p> </div> <div style="border: 1px solid black; padding: 5px; text-align: center;"> CREW 5 <small>SPECIAL</small> </div> </div>			
<div style="font-size: 2em; font-weight: bold; color: red;">3</div> <p>FIGUREHEAD Save 5 or 6</p>	<div style="font-size: 2em; font-weight: bold; color: red;">4,5</div> <p>MAIN MAST Save 4, 5 or 6 <small>First hit has no effect. Second hit destroys mast. May not move under sail. Any further hits do not cause critical damage.</small></p>		<div style="font-size: 2em; font-weight: bold; color: red;">6</div> <p>STERN Save 5 or 6</p>
<div style="font-size: 2em; font-weight: bold; color: red;">3</div> <p>PROW Save 5 or 6</p>	<div style="font-size: 2em; font-weight: bold; color: red;">4</div> <p>FORWARD OAR DECK Save 4, 5 or 6 <small>Oars lost Speed under oars reduced by 3" (4").</small></p>	<div style="font-size: 2em; font-weight: bold; color: red;">5</div> <p>AFT OAR DECK Save 4, 5 or 6 <small>Oars lost Speed under oars reduced by 3" (4").</small></p>	<div style="font-size: 2em; font-weight: bold; color: red;">6</div> <p>AFT Save 5 or 6</p>
<div style="display: flex; justify-content: space-between; align-items: center;"> <div style="width: 30%;"> <div style="font-size: 0.8em; color: red;">NO EFFECT</div> <div style="font-size: 0.8em; color: red;">NO EFFECT</div> <div style="font-size: 0.8em; color: red;">NO EFFECT</div> <div style="font-size: 0.8em; color: red;">SINKS</div> </div> <div style="width: 70%;"> <p>BELOW WATERLINE Save 4, 5 or 6 <small>First, second and third hits have no effect Fourth hit sinks ship</small></p> </div> </div>			
<div style="display: flex; justify-content: space-between;"> <div>OARS: 6"(8") SAIL: 6"(9")</div> <div>BATTLE HONOURS: 4</div> </div>			

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Leaning far out over the Dragonprow of his Kingship, Ulfric Grondal shielded his eyes from the spray and pulled his furs around him. Four months earlier he and three other captains had set sail from Norsca in search of booty, plunder and more hospitable climes; four Kingships crammed with proud Norse warriors and their war gear, with enough supplies to last any eventuality. The Legends of the Southlands beckoned them, telling of riches beyond measure that were theirs for the taking.

No one could have foreseen the wild shifts in temperature and the changes in the weather as the ships skirted the Seas of Chaos, nor the all-consuming storms which ravaged the fleet, ripping sails from masts and snapping oars as if they were matchwood. No one had expected the distorting effects of these dread waters on the fabric of time itself and its effect on the men. The four ships had drifted through storms and had been becalmed for months.

Disorientated, tired and hungry, the proud warriors had run the gamut of emotion from frustration and wild-eyed anger, to despair and hopelessness. Now all thoughts of The Southlands were gone from their minds. Their only hope lay in finding land – any land. After months at sea, the Norsemen resembled wildmen or animals: their furs were matted, their chainmail battered and rusty, their faces weather-beaten, and their hair straggling and unkempt.

Squinting through the murky fog bank, Ulfric's suspicions were confirmed: he spotted the hazy outline of a headland, no more than two leagues distant. Turning to face his crew, he cupped weather-calloused hands in front of his mouth to help his words carry over the crash of the waves and the harsh shrieking of the wind.

"Land ahead lads. Make fast for beaching."

The words had a profound effect on the crew: where there had been tired, beaten men, rowing mechanically with no aim or direction, now there were ranks of steely-eyed warriors, shrugging off their fatigue as if waking from a terrible dream.

A wild-looking warrior, clad in thick, matted pelts leapt up beside Ulfric.

"Where are we by your reckoning, Lord?" he addressed Ulfric. His eyes gleamed in anticipation.

Ulfric pointed toward the land, now scarcely ten ships lengths away, before replying in a fierce whisper.

"I know not, Haftagg, but be sure that whatever lives on these accursed shores will feel the wrath of the Ulfwerener before the day is out."

Haftagg grinned wildly, revealing sharply-pointed canine teeth. Throwing his head back, he let out an ear-splitting howl – a feral hunting scream to any that might hear. As one voice his hunting pack in the bows replied, and the sound of howling carried over the water from the three other Kingships.

Soon swords were drawn and shields buckled on, with all thoughts of fatigue or despair forgotten. The Berserkers were nearly uncontrollable, their hideous warcries joining with the rising battlesong of the Huscarls and Bondsmen standing ready at their battlestations.

As the hulls of the ships grated on the sands, Ulfric could see no sign that any alert had been raised by the inhabitants of this gloomy island. The Norse warriors leapt over the side into the freezing, waist high waters as the ships ground to a stop.

Fog swirled about them, and a sharp tide tugged at his legs, but Ulfric laughed and led his men up the beach towards the lights. With swords drawn, and battle lust coursing through their veins, they ran.

There were over a hundred Norse Warriors in all – as fine a fighting force as would be seen anywhere in the Known World. The shadowy forms of the werewolves bounded ahead of the main force, closely followed by the screaming, enraged Berserkers.

The lights of the building loomed near, and through the fog Ulfric discerned a wall. Beyond it huddled what could be a monastery. Pale lights gleamed in the windows and a sad, mournful chanting carried on the wet air. Ulfric urged the Berserkers to smash down the stout gates.

"Take the gold from their foul Gods and sack the monastery. It is their curse which has caused us such hardship, and now they must pay!" Ulfric's voice was a frenzied roar, urging his warriors to heedless violence and retribution.

The gates collapsed inward under the force of the blows, and the Norsemen streamed into the darkened courtyard beyond. Dimly lit figures emerged from the building, their heads bent as if in prayer. Not one of the Norsemen noticed the great gates swing shut behind them, so intent were they on revenge.

Ulfric ran at the head of the Berserkers, screaming with rage and hate. Reaching the cowed figures, his great sword fell in a glittering arc, as it thudded into them again and again. In a few seconds it was done, Ulfric and his men stood panting amongst the bodies of the priests, the mist swirling about them.

"Now," rasped Ulfric. "Now we burn the monastery and take the gold within. Geimdall, you and your Huscarls, take the..."

Ulfric's voice was cut off abruptly as he felt something cold and hard grab his leg. He stabbed at it with his sword. Then the fog cleared for a moment, and Ulfric screamed. He stared at the rictus grin of a long dead skeleton, whose grasping fingers had a firm grip on his ankle. Around him, the cowed corpses began to move. His men backed off, fear in their eyes.

Around the Norsemen the earth was moving, fingers poking through the soft soil like worms surfacing after a rainshower.

"Make for the ships. This is the island of the Lord Morr himself," Ulfric shouted.

He knew he had to stop the retreat becoming a rout. Hacking the skeletal hand at his ankle free, he held it aloft and hurled it into the air.

"Stick together, for our swords smash bone as well as flesh," he shouted, grinning at the nearest warriors. Taking heart, they re-grouped and began a swift retreat to the gates.

But the gates had locked behind them, and this time, Ulfric realised they would not open so easily. All around, cowed figures staggered towards them through the fog.

"Form a shield wall," he cried. "If we are to die, let us go to the Gods with honour, standing on a pile of bones and broken skulls. Unfur! the banner and sound the Warcry; we are Norsemen and will not be taken easily!"

LONGSHIPS

Longships are Norse Ships of the Line that are crewed by Thralls - the lower class of the Norse. Despite their lowly status, Thralls are as bloodthirsty as the rest of Norse society, and relish the chance to suspend the monotony of their daily life for the excitement of battle. When the Norse organise themselves for a major battle, and launch a full scale warfleet, it is the Thralls that make up the bulk of the fighting troops in the fleet.

LONGSHIP SPECIAL RULES

Longships are bought as a squadron of three ships. A squadron of Longships may lash their vessels together to make a kind of fighting platform. To do this, all the ships in the squadron must be touching each other at the end of the battle phase. At the start of their next turn they are considered to be lashed together. While lashed together, a squadron of Longships may not move under oars and has a sailing speed of 4".

In a boarding action all the ship's crews fight together: three ships lashed together will have nine crew counters in total, for example. Ships that are lashed together must be boarded as one vessel - you cannot capture one of them independently of the rest. However, each ship may be individually fired at and sunk, within the normal limitations for line of sight, etc.

If a Longship that is lashed to other Longships is sunk, its crew may move across onto any of the other ships in the group as long as there is room for them - i.e. at least one of the other ships in the group is at less than full crew strength.

BOARDING ACTIONS

Longships have 3 normal crew counters, and get no special bonuses in boarding actions; they are not crewed by Ulfwerener, Berserkers, Bondsmen or Huscarls.

Longships are worth 2 battle honours.



BUYING NORSE SHIPS

Any fleet may buy Norse ships as allies, as long as they conform with the usual limitations for the fleet. You may never have more than one Kingship for every squadron of Ships of the Line in your fleet. You may never have more than one squadron of Longships for each Man O' War in your fleet.

If you would like a complete Norse Fleet you may use the Fleet List on this page.

NORSE FLEET

A Norse Fleet may consist of the following:

Admiral's Flagship: 1

The fleet must have at least one Kingship to be your Admiral's Flagship.

Cost: 100 points

Men O' War: 1+

At least one Kingship.

You cannot have more Kingships than you have Ship of the Line squadrons.

Cost: 100 points per Kingship.

Ship of the Line Squadrons: 1+

At least one squadron of three Longships.

You cannot have more squadrons of Longships than you have Men O' War, including the Admiral's flagship.

Cost: 150 points per squadron.

Wizard: 1

Cost: Variable - see *Wizards and Magic*.

Admiral: 1

Cost: Free.

Men O' War Cards: 1+

Cost: 1st card free with the Admiral's Flagship, subsequent cards at 25 points per card.



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<div style="display: flex; justify-content: space-between; align-items: center;"> <div style="border: 1px solid black; width: 40px; height: 40px; margin: 0 auto;"></div> <div style="text-align: left;"> NORSE LONGSHIP <small>SHIP OF THE LINE</small> </div> <div style="border: 1px solid black; padding: 2px;"> CREW 3 </div> </div>			
<div style="border: 1px solid black; padding: 5px;"> <div style="display: flex; justify-content: space-between;"> 4 <div> PROW Save 5 or 6 </div> </div> </div>	<div style="border: 1px solid black; padding: 5px;"> <div style="display: flex; justify-content: space-between;"> 5 <div> MAIN MAST Save 5 or 6 Mast lost Cannot move under sail Any further hits do not cause critical damage </div> </div> </div> <div style="border: 1px solid black; padding: 5px; margin-top: 5px;"> <div style="display: flex; justify-content: space-between;"> 3 <div> OAR DECK Save 4, 5 or 6 Oars lost Cannot move under oars </div> </div> </div>	<div style="border: 1px solid black; padding: 5px;"> <div style="display: flex; justify-content: space-between;"> 6 <div> STERN Save 5 or 6 </div> </div> </div>	
<div style="display: flex; justify-content: space-between;"> <div style="border: 1px solid black; padding: 5px; width: 20%;"> NO EFFECT </div> <div style="border: 1px solid black; padding: 5px; width: 20%;"> SINKS </div> </div>		<div style="border: 1px solid black; padding: 5px;"> BELOW WATERLINE Save 5 or 6 First hit has no effect Second hit sinks ship </div>	
OARS: 6"(8") SAIL: 6"(9")			BATTLE HONOURS: 2

RULE CLARIFICATIONS

Those astute readers who already own a copy of Sea of Blood will note that this version of the Norse Raiders rules contains several minor modifications compared to the same chapter in the Sea of Blood rulebook. While these changes have little effect on the rules themselves (in the main they were simple confusions between the words Kingship and Longship), for completeness we have listed all the amendments below.

On the Kingship template in the rulebook it is listed as a 'Man O' War' while on the card template itself it is described as 'Independent'. In this case the rulebook is correct and a Kingship is of course a Man O' War.

In the rulebook, where we talk about using Norse Warrior counters, a Kingship can of course carry *five* warrior counters as specified on the template. Where it refers to Longships in the example, it should really say Kingship.

In the Norse Fleet summary, we've decided that the reference to Admiral's Kingship is just confusing and you should ignore this completely. The rule is that your fleet must have at least one Kingship to be your Admiral's Flagship. In the same section, where we refer to the number of Ships of the Line Squadrons you can include in your fleet, the rule is that you cannot have more Squadrons of Longships than you have Men O' War, and these include the Admiral's Flagship.

NORSE LONGSHIP

No Ranged Weapons

OARS 6"/8"	SAIL 6"/9"
----------------------	----------------------

Weapons
None.

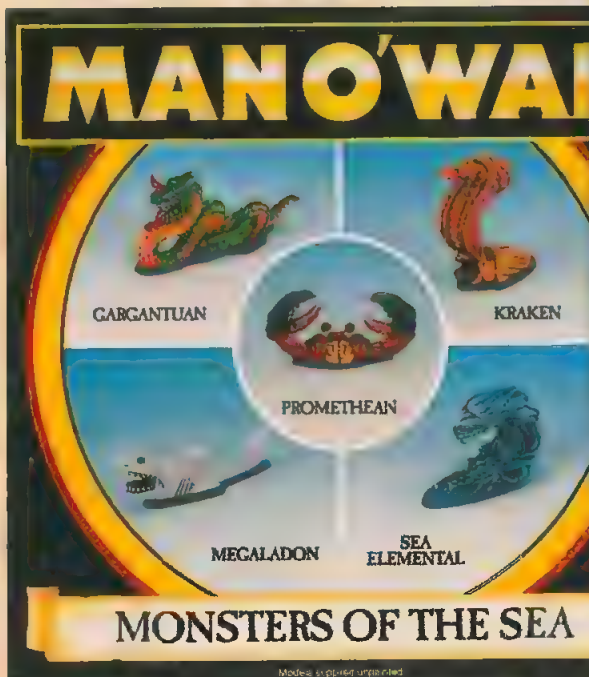
Special Rules
 A squadron of Longships may be lashed together to count as one ship in boarding actions. When like this, they may only move under sail, and at 4" per turn.
 If a Longship runs aground and fails a below the waterline saving throw, roll on the following table:

1	Takes 2 below the waterline hits.
2-5	Takes 1 below the waterline hit
6	No Damage.

The Longship must then roll a 3 or more to move away freely.

SEA OF BLOOD

NEW SEA MONSTERS



Miniatures supplied unpainted.



Miniatures designed by Mike Perry

The seas of the Warhammer World are populated by many fell beasts, from the dreaded Black Leviathan to the legendary Kraken. These great beasts sometimes rise from the blackest depths of the ocean to the surface, attracted by the churning waters of a sea battle. Often the size of the largest ships, these towering monstrosities come to join the carnage in an orgy of mindless destruction. Their razor sharp fangs slash and bite, and their jaws cut through flesh, wood and steel with ease. Those sailors unlucky enough to fall overboard are consumed in an instant.



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**GAMES
WORKSHOP**



GARGANTUAN

TM

Miniatures designed by Mike Perry



JOHN BLANCHE ILLUMINATIONS

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John Blanche has been illustrating Games Workshop's exciting range of games for nearly fourteen years and his work is known and admired around the world.

John's powerful artwork brilliantly evokes the dark, brooding atmosphere of the Chaos-infested worlds of Warhammer 40,000. Over the years he has created literally hundreds of superb paintings and drawings depicting the immense, war torn galaxy of the 41st millennium and the strange, alien races and twisted, insane characters who populate it.

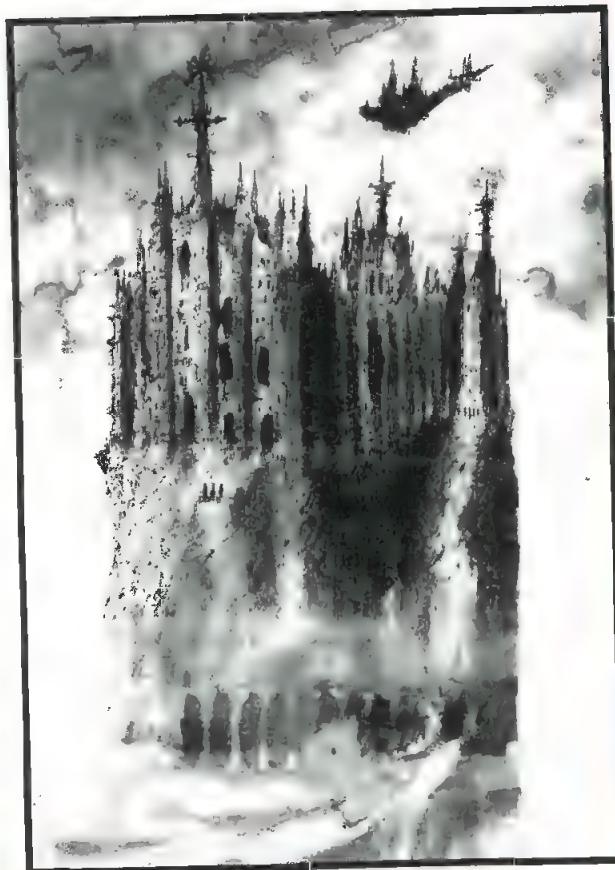
On these pages we preview some of his work for the forthcoming boxed game. So feast your eyes and enjoy.



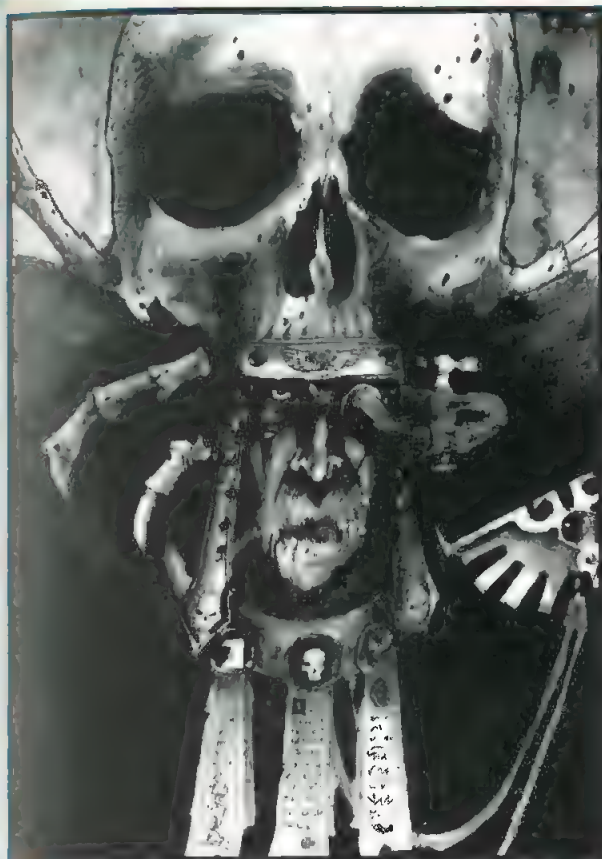
SPACE MARINES AND IMPERIAL GUARD



GOFF BOSS



SPACE MARINE MONASTERY FORTRESS



HIGH LORD OF TERRA



ADEPTUS MINISTORUM



IMPERIAL STRONGHOLD



SPACE ORK MEKANIAK







THE EMPEROR



HIVE WORLD RENEGADE



SPACE MARINE FORTRESS



ADEPTUS MINISTORUM PREACHER

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NEIL HODGSON



Neil Hodgson is a member of the Games Workshop 'Heavy Metal Team' and a fanatical miniature collector and gamer. He is an enthusiastic Warhammer 40,000 player and

the proud owner of a massive 20,000 point Eldar army, which includes the two aspect warriors shown opposite. All the miniatures on this page come from Neil's personal collection and display his love of making minor alterations and conversions to standard miniatures.



SWOOPING HAWK
EXARCH CONVERSION



SWOOPING HAWK EXARCH



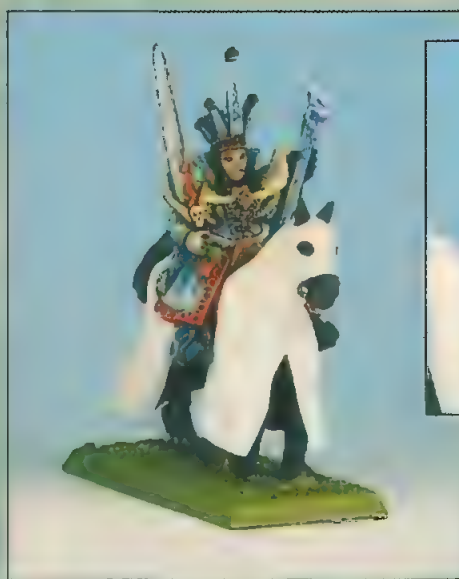
DEATH COMPANY
CONVERSION



CHAOS WARRIOR



DRAGON PRINCE OF CALEDOR



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SEA OF BLOOD



MAN O' WAR
SUPPLEMENT

Sea Monsters and Flying Machines for the Man O' War Game

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SEA OF BLOOD IS THE SECOND SUPPLEMENT TO THE MAN O' WAR GAME OF RAGING SEA BATTLES.

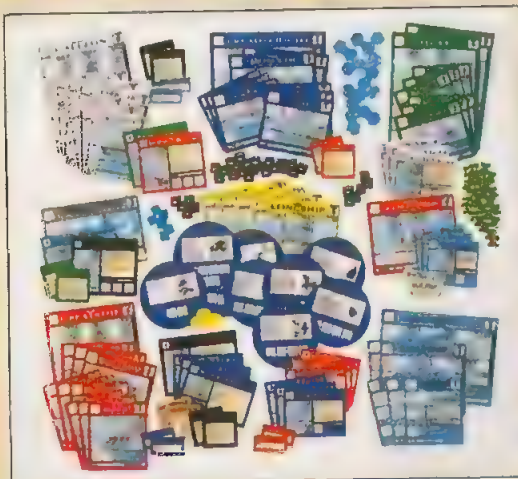
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MAN O' WAR
SUPPLEMENT

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WARHAMMER

DWARF CHARACTERS

By Rick Priestley

RUNE LORD KRAGG THE GRIM

Cost for Rune Lord Kragg the Grim: 309 points
+ 165 points Weapon Runes
+ 150 points Armour Runes
+ 45 points Talismanic Runes

Kragg is the Master Runelord of Karaz-a-Karak. He is the oldest and by far the greatest living Runesmith – a gnarled old Dwarf, strong and enduring as a weather-beaten oak. His mighty white beard reaches to his feet. His great beetling brows cover eyes deep as wells set over features as rough hewn as a granite cliff. His expression is one of eternal disapproval. This is quite normal for a Dwarf of his age who has seen many wonders and watched the inevitable decline of craftsmanship and respect. Runesmiths come from all over the Dwarf realms to sit at his feet and listen to his wise words. He knows many of the secrets of ancient days, long forgotten by others, and is a living link with near legendary past times.



Kragg emerges only rarely from the Underhalls of Karaz. Within the city's deepest depths he has what virtually amounts to his own personal realm, a complex of mines and forges near the roots of the mountain where many Runesmiths labour on great projects under Kragg's supervision.

Kragg is armed with the finest weapons that a Runesmith can fashion. His great hammer, which he forged when he was a young Master Runesmith, bears Kragg's own hidden and secret rune. The old Dwarf is jealous of his lore and

protective of his reputation and so far he has not shared the secret of his master rune with any of his apprentices, so only he may use it. Perhaps some day the master will teach it to his successor, but so far he has not found a Runesmith worthy enough to inherit his knowledge.

In addition to his hammer, when Kragg goes to war he dons rune armour, and carries a staff bearing talismanic runes of great power.

Profile	M	WS	BS	S	T	W	I	A	Ld
Kragg	3	8	6	5	6	4	5	4	10
Runic Bonus				10				+1	

WEAPONS/ARMOUR: Kragg wears heavy gromril rune armour. He carries a runestaff and a rune hammer.

Kragg's Hammer

Kragg's Hammer bears Kragg's Master Rune. This will be the old Runesmith's greatest legacy to the Dwarf realms when he releases it, if he ever does. Kragg devised his rune to aid him when forging. It heats up the hammer till it glows red hot and then transfers the heat to whatever it hits. It also drives the hammer forward with crushing force. The hammer is so hot that enemy affected by fire are affected by the hammer as if it were actually burning. The hammer gives the wielder a Strength of 10. Kragg has also inscribed the Rune of Smiting and the Rune of Fury on the weapon. This gives him an extra Attack and ensures that the target takes a D6 wounds instead of just one if it is successfully wounded (D6 wounds per hit).

Kragg's Armour

Kragg's armour is forged from heavy gromril. Over the years the Runelord has laboured long and hard on it, turning each separate component into a lovingly crafted work of art. It bears the Master Rune of Adamant (+2 Save), the Rune of Spell-Eating (automatic dispel) and the Rune of Resistance (re-roll failed save on 4+).

Runestaff

This ancient staff of oak is adorned with the skull of a minotaur which Kragg slew while still a youth of just a hundred winters. The skull has been coated in brass to preserve it. The staff bears the Rune of the Furnace (immune to fire) the Rune of Spellbreaking (automatic dispel, one use only) and the Rune of Passage (move through difficult terrain). These make Kragg immune to fire, able to ignore the effects of difficult terrain and able to dispel one incoming spell automatically per battle.

ENGINEER GUILDMASTER BURLOK DAMMINSON

Cost for Burlock Damminson: 130 points

+25 points Weapons Runes

+ 55 points Armour Runes

The Dwarf Engineers Guild is an ancient and enduring craftsguild. The craftsguilds are special clans, where fathers pass on their skills and knowledge to their sons. Burlok son of Dammin is the Guildmaster of the entire Engineers Guild, the leader and most important Dwarf in the entire Guild. It is the engineers who make the pumps and engines which keep the Dwarf mines from flooding, and who construct the more technical engines of war such as the flame cannons and gyrocopters.

Engineers are very traditional in their views and take great pride in their workmanship. Dwarf machines are covered with ornate brasswork, elegant decoration, and precise engineering. Such things bring tears of joy to the eyes of Dwarf craftsmen, and Burlok is no exception in his respect. He is also a great traditionalist who discourages innovation and firmly believes that the old tried and tested ways are best. In this respect too he typifies the attitude of the Engineers Guild whose objectives are to preserve knowledge and maintain standards of craftsmanship rather than to explore new ideas. Dwarfs are not very keen on new ideas, which, as any Dwarf will tell you, always lead to trouble. Of course, some of the younger Engineers oppose this view, and sometimes come up with startling and outlandish inventions, but these outrageous individuals invariably come to a bad end.



Burlok is no longer a young Dwarf. Some of the apprentices find it hard to believe that he ever was. In fact, though it is not widely known, Burlok was something of a rebel in his youth, and together with his equally hot-headed friend Sven Hasselfriesian engaged in all kinds of illicit innovation. Amongst their many inventions were the warfire distillery, the surprising aerial wonder rocket, and the legendary steam radiophone. All of these inventions were discovered by Burlok's father when an experimental pressure vessel exploded blowing off



Burlok's arm. Afterwards all of Sven and Burlok's devices were destroyed. Subsequently Burlok sobered up a bit and saw the error of his ways. Sven Hasselfriesian went on to invent the alcohol vapour engine and built a boat powered by it. Eventually the Engineers Guild, though tolerant, was compelled to expel the anarchic and adventurous Sven, who was forced to endure the embarrassing Trousers Ritual before he was thrown out of the Guild.

Burlok has gone on to achieve great things and if he ever yearns to relive the wild and technically innovative days of his youth he certainly does not show it. During his long life he has accompanied the Guild to battle on many occasions. His left arm, lost during the massive explosion which ended his youthful exploits, has been replaced with a mechanical device. Over the years Burlok has perfected this contrivance so that it is now superior to an ordinary limb. It is this device which confers his great strength.

Profile	M	WS	BS	S	T	W	I	A	Ld
Burlok	3	6	1	7	5	3	4	3	10
Runic bonus					+1				

WEAPONS/ARMOUR: In battle Burlok wields an ornate hammer, an elaborate and deadly version of a craftsman's hammer. He wears heavy gromril armour.

Burlok's Hammer

Burlok's Hammer is engraved with the Master Rune of Swiftess (always strikes first).

Burlok's Armour

Burlok's heavy armour is engraved with the Rune of Stone



RUNE LORD
KRAGG THE GRIM



ENGINEER GUILDMASTER
BURLOK DAMMINSON

DWARF CHARACTERS



DETAIL OF
BURLOK
DAMMINSON'S
MECHANICAL
ARM

DWARF MINERS



STANDARD BEARER



CHAMPION



HORN BLOWER



DWARF MINERS



ANGELS OF DEATH

By Andy Chambers & Jervis Johnson

Next month sees the release of the brand new Warhammer 40,000. What better way to demonstrate the new system in action, than to publish a report of an epic game played recently at the Studio between two old adversaries – Jervis Johnson and Andy Chambers. As might be expected, the game turned out to be a bitter and close fought contest between these two superb generals with the result hanging in the balance until the final dice roll of the very last turn.

Brother-Captain Erasmus Tycho stared out across the riot of lush, purple-green vegetation. A ruddy light spilled across the scene from the swollen red sun hauling itself over the horizon. These

were the equatorial jungles that separated Armageddon Secundus from Armageddon Prime. The captain half-listened to the cacophonous dawn chorus as his red-armoured Blood Angels reported in over the comm-net.

This was where it had all begun, he thought grimly. This was where the Ork hordes of Ghazghkull Uruk Thraka smashed through the meagre border defences and descended upon the unprepared hive-cities of Armageddon Secundus in a raging torrent of fire and death. Ahead and to the right he could still see the scarred outlines of bunkers and blockhouses. The chemical defoliants which had been used to clear their fields of fire were still effective in some places. Here and there the defences stood alone in swathes cut through the verdant undergrowth.

How could the planetary governor have been so blind as to think that these rock-crete boxes and jungles would keep the Orks at bay? The monstrous, fire-belching OrkGargants would have hardly broken their stride. Now after months of fighting and tens of thousands of deaths, the forces of humanity had fought their way back to where they had been at the start of the campaign. Now Ghazghkull Thraka was gone and most of his horde too, trapped and destroyed outside Tartarus hive by the Blood Angels and their brother-Chapters the Ultramarines and the Salamanders.

But here in the jungle isolated bands of Orks fought on. Where battle-weary Imperial Guardsmen might flag and fail, the Blood Angels were deployed to remorselessly hunt the Orks down, to destroy their camps and supplies,



to finish the task once and for all. He could almost sense the presence of the tens of thousands of hungry ghosts thirsting for vengeance; he felt a premonition that today they would have their revenge, but

that he might be consumed in the process. If it were so he would have no regrets, the Blood Angels were no stranger to sacrifice.

Suddenly, he heard a single chime, like the tolling of a great temple bell, resound in his comm-net earbead. He touched the rune of communication and listened to the deep bass voice of the dreadnought Furioso.

"Brother-Captain, my sensor auguries indicate a large force of Orks deploying ahead of us."

"It appears our orbital divinations were correct and the foe seek to defend their supply dump."

"Or they are simply eager for a fight, Brother-Captain. Never underestimate the Orks' thirst for battle."

"Just so, Brother Furioso, your wisdom is ever my guide. The Emperor be praised."

"The Emperor be praised."

Now in the distance Tycho's enhanced hearing could filter out the crack of bolter rounds as the Orks took potshots at the local wildlife. There was also the rumble of a large Ork vehicle, a battlewagon perhaps. Something heavy was crashing through the jungle too, possibly a dreadnought. He tested the action on his filigreed bolter, rubbing the ruby blood drop set in its casing for luck before he tapped the rune of communication again.

"Brother-Captain Tycho to all squads, engage front and prepare for battle. The Orks shall know the fury of righteousness this day."



INTRODUCTION

The revised and updated edition of Warhammer 40,000 has been under preparation here at the Studio for some considerable time. Now that it's all set to storm into the shops we thought it'd be good to have a battle report in White Dwarf using the new rules just to demonstrate what an even more exciting game it's become!

We played this game on one of our 8'x4' tables here at the Studio, and kept notes of moves and casualties as we went for later reference when writing up the conflict. Due to the difficulties of taking decent photos of a game in progress we took polaroids of the action and reshot the pictures for this article some time later with proper lighting and cameras. This technique allows us to have an uninterrupted game and still get the best photos.

Warhammer 40,000 now includes an integrated victory system which owes not a little to Space Marine and Warhammer Battle. Both players score victory points for destroying enemy vehicles, wiping out opposing squads and so on. In addition, both players draw a 'Mission Card' at the beginning of the game. The Mission cards give you ways of scoring bonus victory points by, for example, seizing an objective or killing the enemy commander. The battle is played for a pre-set number of turns (usually four) and at the end of the game the player with the most victory points is the winner.

Jervis and I agreed to choose our forces and set up the terrain before we randomly drew our Mission cards. This way our forces would have to be well balanced to cover all

eventualities rather than having the luxury of an optimal combination of forces for the terrain and the mission.

Once we'd picked our forces Jervis set up the terrain and we played the game over the course of an afternoon. Most people have their own favourite ways of setting up terrain. One of the most common is for one player to set up the terrain and for the other person to choose which table edge he wants to deploy on, which is what we did here.

When we revised Warhammer 40,000, we attempted to cover areas of the rules that hadn't been previously included. Terrain set-up, for example, was one of the areas that was conspicuously lacking in the original rules, and the new rules do include a system that allows both players to participate.

Likewise, there were no hard and fast rules for deployment in the original Warhammer 40,000, but this area is now probably one of the most important parts of the game. As explained later, in the new Warhammer 40,000 forces are allotted a 'strategy rating'. This dictates who deploys first and saves the bother of having to draw up maps or erect a screen across the table.

Troops are allowed to deploy up to 24" apart from each other but not within 12" of the table edges – this means you don't end up in opposite corners but should start close enough to get stuck in right away. The fact that one player gets to see the other player's deployment before placing his own troops on the table is an immensely powerful weapon, as this battle will hopefully demonstrate...

THE BLOOD ANGELS BATTLEPLAN

(Andy Chambers)



Ah ha! Once again an opportunity has arisen for me to unleash the most excellent Blood Angels against my old adversary Ork Warlord Johnson! In testing out all the races using the new Warhammer 40,000 rules we've found that one of the stickiest prospects is Space Marines versus Orks.

The overwhelming numbers of the Orkish horde seem unstoppable with two Orks springing forward to take the place of every one you gun down. Added to this, their heavy weapons and vehicles are cheap too. Because Space Marines are much harder now, their points values have gone up to the point where you can expect to be outnumbered by at least two or three to one!

Of course the indomitable Space Marines are more than a match for paltry Orkish scum, with their Space Marine power armour (with a 3+ saving throw), excellent accuracy and close combat skills, plus their rapid fire ability (Space Marines can now fire twice if they don't move) and superb morale. Rather than breaking and fleeing when they fail a Leadership test like other troops, Space Marines merely become 'shaken' and unable to advance on the enemy. Perhaps the most telling advantage the Space Marines possess is their high strategy



rating which allows them to set up second and, if they're reasonably lucky, move first too. This would be my best defence against the numerical superiority of the Orks because I would be able to set up most of my forces to engage only part of the Ork horde.

We'd decided to play our game with 1500 points a side, so I could only really afford three or four squads of Space Marines plus some support. The first thing I sorted out was my Space Marine commander, Brother-Captain Erasmus Tycho, weighing in at a hefty 90 points. At this early stage I was content to equip him with a humble boltgun and move on with the hope of returning to buy him some Wargear cards later. I skipped picking any more characters until I had selected my squads.

I didn't know which Mission card I would draw for the game so I tried to choose a selection of squads that would cover most eventualities. First choice was one of the ubiquitous and quite excellent Space Marine Tactical squads, this would give me a flexible unit that would be able to push forward against the Orks or hold their ground with equal ability. Space Marine squads are unusual in that they are, by tradition, selected as 10-man units and then broken down into two 5-man Combat squads for deployment.

I broke the Tactical squad down into Squad Paulus with a flamer and Squad Mephisto with a missile launcher. This is my usual preference for squad splitting: the flamer squad operates up front with the missile launcher squad close behind to give heavier support as necessary. As an additional refinement I bought Sergeant Paulus a chainsword and placed him with the flamer squad to give it a little more bite in hand-to-hand combat. The Tactical squad with missile launcher, flamer and chainsword came to 354 points. Added to the cost of Brother-Captain Tycho, this brought my total so far to 447 points.

The second squad I selected was a Blood Angels Space Marine Devastator squad. A Devastator squad trades off the flexibility of the Tactical squad for the brute firepower of four heavy weapons. This particular squad included a missile launcher, lascannon, heavy bolter and a heavy plasma gun. Ordinarily I would split a Devastator squad down into one Combat squad including all of the heavy weapons plus the sergeant, and another Combat squad comprising the remaining Space Marines armed with boltguns.

For this battle, however, I wanted to spread the heavy weapons around a little bit more for extra flexibility. To this end I formed Squad Adorno including the heavy bolter and heavy plasma gun, while Squad Ariosto included the lascannon and missile launcher. This placed both of the medium and long ranged weapons together in different squads and gave each squad a weapon for gunning down troops and a weapon for destroying vehicles. I also bought Sergeant Adorno a power fist to supplement his squad's close assault abilities. The Devastator squad with its four heavy weapons and power glove cost 455 points, bringing my running points total to 902 points.

I was torn between another Tactical squad or something a bit more offensive for my third and final squad. Though I was tempted by a Close Assault squad I could foresee it being swallowed up whole by the Orkish horde so in the end I decided on something which could fight at a distance against a far superior number of enemy troops – a Terminator squad. Terminator squads don't come cheap, five Terminators cost

THE BLOOD ANGELS



BROTHER-CAPTAIN ERASMUS TYCHO, BLOOD ANGEL COMMANDER

Power armour, bolt pistol, boltgun, frag grenades.

BLOOD ANGEL TERMINATOR SQUAD

Squad Redeptor

All Terminators equipped with tactical dreadnought armour, targeters, and weapons as noted below.



Sergeant Huon:
Storm bolter, power sword.



3 Marines: Storm bolter, power fist.
1 Marine: Assault cannon, power fist.



**1 Rhino
APC**

BLOOD ANGEL TACTICAL SQUAD

All Space Marines equipped with Mk7 power armour, bolt pistol, frag grenades, and weapons as noted below.

Battle Squad Paulus



Sergeant Paulus:
Boltgun.



3 Marines: Boltgun.
1 Marine: Flamer.

Battle Squad Mephisto



Brother Mephisto:
Boltgun.



3 Marines: Boltgun.
1 Marine: Missile launcher (Targeter, frag and super-krak ammo).

BLOOD ANGEL DEVASTATOR SQUAD

All Space Marines equipped with Mk7 power armour, bolt pistol, frag grenades, and weapons as noted below.

Battle Squad Adorno



Sergeant Adorno:
Power fist, boltgun.



2 Marines: Boltgun.
1 Marine: Heavy plasma gun (with targeter).
1 Marine: Heavy bolter (with targeter).

Battle Squad Ariosto



Brother Ariosto:
Boltgun.



2 Marines: Boltgun.
1 Marine: Lascannon (with targeter).
1 Marine: Missile launcher (Targeter, frag and super-krak ammo).



'FURIOSO' DREADNOUGHT

Multi melta, power fist and storm bolter.

TOTAL POINTS VALUE: 1522

more than ten ordinary Space Marines – their storm bolters and tactical dreadnought armour make them more than a match for anyone in a shoot-out. The biggest problem with using Terminators is getting them into action quickly – every missed opportunity to fire means all those points you've spent on them are effectively wasted. To ensure a quick, clean deployment of the Terminators I bought them a Rhino APC to drop them right where I wanted them to go. This would free them up on later turns to get into cover instead of having to worry about advancing. This trick of using a Rhino to deploy Terminators is something I've learned from Jervis to my cost. The Terminators, Redeptor squad, cost 420 points including the Rhino and an assault cannon as the squad heavy weapon. Added to the running total this brought me to 1322 points, leaving me less than 200 points.



With my squads sorted out, what I really needed to round out my force was some decent support, something that could dish out a lot of damage and survive plenty of fire itself. We've just had one of the monstrous new Space Marine dreadnoughts painted up and I knew it would fulfil both these criteria admirably. The cost for this was another 200 points including the upgrade of one arm to a multi-melta and the addition of a bank of auto-launchers armed with frag grenades. Unfortunately this would take me over my 1500 point limit but Jervis agreed to up the value of his force to compensate.

Thus my force was chosen, though with only one character (and no additional wargear for him!) I was fundamentally lacking in this area. However, in view of the fact that I had a mere twenty five Space Marines to face the Orks with I was unwilling to sacrifice any troops or the dreadnought to gain more characters. Still, I could take solace in the thought that my ordinary Space Marines were as good as Ork Nobz anyway. Jervis had already set up the terrain for the battle so all that remained was to draw our Mission cards randomly and prepare our deployment.

DEPLOYMENT AND MISSION CARDS

I drew the 'Dawn Raid' Mission card, which meant I would have to forge across the battle zone and get either an undamaged vehicle or a squad with less than 50% casualties into Jervis' deployment zone by the end of the game. This would be a tall order indeed! I reckoned that with the dreadnought around to support my advance I could punch through the Orks; the trick would be to avoid any advancing squads being encircled and cut off. Jervis drew 'The Assassins', which meant he would be out to kill or injure Brother-Captain Tycho (and he didn't even have a refractor field to protect him!). This was fortunate for me because the Orks would have been much better off trying to swarm past me on a Dawn Raid of their own or sitting back and gunning me down on an Engage and Destroy mission. At least I could try to keep Brother-Captain Tycho out of harm's way.

The battlefield presented me with some immediate problems. After looking over it for a while I chose the edge with the bunkers and slightly more open layout in its deployment zone. This side of the table seemed to offer good positions for my

Devastators and offered a better route through to the opposite edge of the table by using the jungles on my left. The bunkers on the right looked tempting as a good strongpoint to hold but I knew from previous experience that the broad swathe of clear terrain in front of them would offer an ideal place for the Orks to deploy in strength and bring their numbers to bear. Anything placed in the bunkers would die. As Jervis started to deploy his forces I tried to formulate a plan of action.

The bunkers were a deathtrap and anything on the right hand side would have to bear the full brunt of the Orks' numbers. The jungles, on the other hand, were so tightly grouped that numbers would probably be of little benefit in them except if hand-to-hand combat occurred. My dreadnought would obviously be better off in the jungles, sheltered from most of the Orks' heavy weapons by the lush green canopy. The dreadnought would be accompanied by Squad Paulus and Squad Mephisto and this joint assault group would try to blast their way through the jungle to the far side of the ruins and into Jervis' deployment zone.

Squads Ariosto and Adorno would take up positions on the hills or the refinery complex near Paulus and Mephisto to give covering fire. My Terminators would be thrown forward mercilessly onto the open plain on the right to hold up the Orkish scum for as long as possible to prevent them transferring reinforcements to their threatened flank. I would place Brother-Captain Tycho once I had seen Jervis' deployment.

Because of the missions Jervis was forced to deploy his forces right across the table. The Death Skulls and the Bad Moons with their extra heavy weapons held the centre with Gretchin and Evil Sunz out to the right flank. A Nobz mob in a battlewagon was also in the centre, presumably as a mobile reserve. Two large mobs of Goff Orks were positioned in the jungle with an Ork dreadnought in support; Jervis obviously understood the threat from that quarter as well as I did.

The force covering the jungle didn't seem insurmountable though (merely 2 to 1 odds!) so I placed Brother-Captain Tycho in with Squads Paulus and Mephisto and stuck with my original plan. Squad Adorno deployed on the hill to Squad Paulus' right to try and pin down the Goffs and Bad Moons with heavy bolter and plasma fire. Squad Ariosto was positioned on the hill behind my dreadnought to nail the Orks' battlewagon if it moved forward to threaten Squads Paulus and Adorno. Ariosto's missile launcher could also throw some frag into the forces on my right in support of the Terminators. Though there was no cover on the hill itself I reckoned that the Orks would have problems getting near enough to seriously threaten their position.

After much deliberation I placed the Terminators in their Rhino behind the smaller bunker on the right. The Rhino would drop off the Terminators and they would make for the rocks right beneath the guns of the Death Skulls. I felt confident that Squad Redeptor would be able to inflict crippling casualties on the Death Skulls and drive them back before the Terminators withdrew towards the left to deal with the Bad Moons.

To cover myself in case, by bad luck, I didn't get the first turn, I placed Squads Paulus and Mephisto in hiding in the jungle. I tried to place the other squads and the Rhino in positions where they couldn't get hit by the Orks' heavy weapons straight away.



JOHN BLANCHE

CHOOSING THE ORK ARMY

(Jervis Johnson)



We've been playing quite a few games of Warhammer 40,000 at the Studio recently, testing the scenarios included in the new edition of the game to make sure that they are evenly balanced and exciting (they are!). So, when Andy asked me if I'd like to play a slightly larger game to showcase the new edition of Warhammer 40,000, I jumped at the chance. For this battle

report we decided to use two 'medium-sized' armies of 1500 points each, and to only use material that you get in the new Warhammer 40,000 game box. This caused me a few problems initially because there were a few models I would normally field in my Ork army that I would not be able to use, so I would have to modify my army for this battle. For example, the rules for Ghazghkull Thraka will be published in the Orks Codex supplement, so I couldn't use him to lead my Ork horde as I normally would.

None the less, there was a wide selection of models I could use, so it was just a question of exactly which models I would take. Fortunately, the new Ork army list is considerably easier to use than the old lists published in 'Ere We Go and Freebooterz, so redesigning my army for this game would be a fairly easy task. Instead of having a separate list for each clan, there is one list that can be used to create any type of Ork army. On the whole, an Ork army created under the old lists will be perfectly legal using the new lists, though some of the points values have changed (generally going down rather than up). After studying the new lists for a short while, I decided that I would take a primarily infantry-based army. To a certain extent this was forced upon me, as the only vehicles I could use were battlewagons and Ork dreadnoughts, and I only have one of each in my army. This didn't worry me overmuch, however, as I knew that Andy's Space Marine army would be fairly small and I felt fairly confident that if I took a large infantry force I could overwhelm him with sheer force of numbers!

One benefit of the new lists for an Ork player concerns the cost of heavy weapons. Obviously a lascannon will be more effective in the hands of Space Marine than a Gretchin, and this is reflected in the new lists by reducing the cost of weapons for armies that do not have a high ballistic skill or which lack targeters. As Ork armies have neither of these, while Space Marines have both, it means that Ork heavy weapons are considerably cheaper than the equivalent Space Marine weapons. In addition, the Orks are no longer hamstrung by Malfunction cards, and so can rely on their heavy weapons and vehicles to last out the entire battle rather than breaking down on the first turn. Because of these two factors I decided to equip my Boyz with as many heavy weapons as I could take.

My first step in picking the army was to choose its Warboss and other character models. As I couldn't take Ghazghkull, I took his right hand man Magrot instead. This Ork Warboss

greatly admires Ghazghkull, right down to dressing exactly like him – so I could still use my Ghazghkull model! I next went on to pick the Oddboyz for the army. Oddboyz are still important with the new Ork lists, as you can only take certain types of equipment if you have the appropriate Oddboy. For example, in order to take any dreadnoughts the army must include at least one Painboy, in order to take any battlewagons it must have a Mekaniak, and so on. I decided to take one of each type of Ork Oddboy (a Mekaniak, a Painboy, a Runtherd, and a Weirdboy plus his Minderz), so that I could use any item of equipment I wanted.

Choosing the Boyz mobz for the army proved to be very straightforward, as I simply took every mob that I had! This gave me a five-strong Nobz mob bristling with close combat weapons, five mobs of Orks, and a mob of 20 Gretchin. The Ork mobs carried a total of nine heavy weapons between them! What was more, I still had enough points left over to buy the battlewagon and the Ork dreadnought I mentioned earlier. My army now had over 80 models, which I hoped would prove to be enough to overwhelm the 30 or so Space Marines I expected to face.

DEPLOYMENT AND MISSION CARDS

Because Andy had taken a couple of days off (in order to recover from the effort of getting Warhammer 40,000 finished on time), I set up all of the terrain for the game, which in turn meant that Andy would get to choose which edge of the table he set up on. Because of this it was in my own interests to set up the terrain in as balanced a manner as possible. The new Warhammer 40,000 rulebook includes extensive notes and tips on how to set up the terrain to make an exciting game, but what it boils down to is 'the more terrain, the better the game'. Bearing this in mind I used very nearly all of the Warhammer 40,000 terrain that we have at the Studio. The result is shown on the Deployment map. Note how I tried to make sure that there were adequate 'clumps' of cover on the table, so that troops could hop from one piece of cover to another to close with the enemy rather than make a suicidal charge over open ground.

When Andy returned we were ready to find out what our respective missions were and set up our armies. The new edition of Warhammer 40,000 includes a set of four Mission cards for each side, one of which is dealt at random to each player at the start of the game. The cards describe the objectives that each player must attempt to achieve over the course of the game, and the victory points he will earn if he does achieve them. Both players also receive victory points for destroying enemy models.

At the end of the game the points for any achieved objectives are added to points scored for wiping out enemy models, and the player with the most points is the winner. The Mission cards are not kept secret, so you know what your opponent's mission is, which forces you to try to achieve your own victory conditions while thwarting your opponent's.

For our game I drew 'The Assassins' as my mission, while Andy got 'Dawn Raid'. This meant that my primary objective was to kill Andy's Space Marine commander, while he had to try to get an undamaged vehicle, or a squad with less than 50% casualties, into my set-up zone. The combination of objectives meant that I was going to have to defend my set-up

THE ORK HORDE



WARBOSS MAGROT

Bolt pistol, axe, frag stikkbomz, Ork 'eavy armour, and the following Wargear cards: *Combi weapon (meltagun & bolter)*, *Refractor field* and *Bionic eye*.



GOBRUNT (Runtherd)

Bolt pistol, axe and flak armour.



MAD DOC GROTSNIK (Palnboy)

Bolt pistol, power fist and flak armour.



DURBAD (Mekboy)

Meltagun, bolt pistol, axe, flak armour and Wargear card *Haywire grenade*.



ODDGIT

Weirdboy (Lvl 2 psyker) Flak armour, copper staff.
2 Minderz: Bolters, frag stikkbomz and flak armour.

NOBZ MOB



Snagrot: Ork 'eavy armour, bolter, frag stikkbomz and power fist.
Muglurk: Ork 'eavy armour, bolter, frag stikkbomz and power fist.
Skumbag: Ork 'eavy armour, bolter, frag stikkbomz and power fist.
Dur-Thug: Flak armour, bolt pistol, chainsword and frag stikkbomz.
Uzgrot: Ork 'eavy armour, plasma gun, frag stikkbomz, bolt pistol & axe.

NAZGUT'S MOB (Goffs)



2 Nobz: Bolt pistol, chain-sword and flak armour.



10 Orks: Bolt pistol, axe, frag stikkbomz and flak armour.



1 ORK DREADNOUGHT

2 Power claws, lascannon and heavy bolter.

NARBOG'S MOB (Goffs)



1 Nob: Bolt pistol, chainsword and flak armour.



8 Orks: Bolt pistol, axe, frag stikkbomz and flak armour.
1 Ork: Heavy plasma gun, bolt pistol, axe, frag stikkbomz and flak armour.

MORGOG'S MOB (Bad Moons)



1 Nob: Bolter, power fist and Ork 'eavy armour.



6 Orks: Bolter and flak armour.
1 Ork: Lascannon, bolter and flak armour.
1 Ork: Autocannon, bolter and flak armour.

GROG'S MOB (Evil Sunz)



1 Nob: Bolt pistol, power fist and flak armour.



7 Orks: Bolter, frag stikkbomz and flak armour.
1 Ork: Multi-melta, bolter, frag stikkbomz and flak armour.

GROGNOB'S MOB (Death Skulls)



1 Nob: Plasma gun, power fist and Ork 'eavy armour.



3 Orks: Bolter, frag stikkbomz and flak armour.
2 Orks: Heavy stubber, bolter, frag stikkbomz and flak armour.

2 Orks: Heavy bolter, bolter, frag stikkbomz and flak armour.

1 Ork: Hvy plasma gun, bolter and flak armour.



20 GRETCHIN: Autogun and flak armour.



1 ORK BATTLEWAGON

TOTAL POINTS VALUE: 1518

zone, while trying to take-out Andy's commander as the Space Marines attacked. This was going to present me with a few problems, as the Orks tend to be better on the offensive rather than on the defensive. Compounding this problem was the fact that I was going to have to set up first.

In the new Warhammer 40,000 rules all armies are given a strategy rating, and the army that has the lower strategy rating has to set up first. Not surprisingly, the Space Marines have a higher strategy rating than the Orks (5 as opposed to 3), so I would have to set up before Andy. This meant that I was going to have to defend the entire length of the table, as I could be certain that Andy would ruthlessly exploit any weak points I left.

It was now up to Andy to choose which table edge he would set up on and, knowing that I would be on the defensive, he took the bottom edge of the table to deny me the benefit of the fortifications there. Studying the terrain from my half of the table, I quickly realised that Andy would want to attack through the jungle if he could, as dense terrain favours the Space Marines by denying a more numerous opponent the chance to fire with all of his troops. I therefore decided to put my main strength facing the jungle, while holding the other flank with a lighter force, and keeping a reserve of troops in the centre which I could switch to either flank depending on the direction of Andy's attack. I hoped that by putting my strongest units facing the jungle I might scare Andy into attacking across the more open terrain on the other flank.



My actual deployment is shown on the Deployment map. As you can see, the bulk of my troops were set up facing the jungle, including the GGoff mobs, the dreadnought and most of my characters, who excel at close combat and would be at their best in a short range fire-fight in the jungle. The Death Skulls and Evil Sunz, screened by the Gretchin, went on the other flank. The Death Skulls in particular were very heavily armed (five out of nine models carrying heavy weapons!), and I hoped they would be able to lay down a withering hail of fire on this fairly open flank. Finally, the Bad Moons and my Nobz mob went in the centre, with the Nobz being placed in the battlegroup to act as my main reserves.

ODDS & ENDS

Although my deployment was now complete, I still had two tasks to carry out before the game started, so as Andy set up his army I sat down to pick my Wargear cards and choose the psychic powers for my Weirdboy.

Wargear cards are much like the Magic Item cards in Warhammer Fantasy Battle, though not nearly as powerful. The cards include all kinds of special equipment that would not normally be carried by rank and file troops, such as protective field devices and exotic weapons. Each card has a points value, and only a limited number may be taken by each character. Any embattled Ork, Squat or Imperial Guard commanders whose lives have been made a complete misery by opponents using unlimited numbers of Virus grenades will be happy to learn that these weapons can now only be purchased for an army as Wargear cards, which greatly limits both their numbers and effectiveness.

I hadn't actually allocated any points to Wargear cards when I picked my army, but as Andy's army came to 1522 points while mine only came to 1490, we decided that I could spend the 32 points difference on some Wargear cards. What I really wanted from the deck was something to kill Andy's commander, and the obvious choice was a Vortex grenade. Unfortunately, Vortex grenades cost 50 points, which was more than I had to spend.

In the end I decided to take a combi-weapon with a bolter and a meltagun for Magrot, which would give him the firepower to simply blow Andy's commander away if he could get a line of fire. I also took a Haywire grenade for Durbad my Mekaniak, which would prove useful if Andy included any powerful vehicles in his army. These two cards left me with just enough points to buy a refractor field for Magrot for a bit of extra protection, and a bionic eye for my Painboy – Mad Doc Grotznik because it seemed appropriate! ("been eksperimentin'oon 'imself ain't 'e!").

This soon left picking the psychic powers for my Weirdboy. The new edition of Warhammer 40,000 includes a short section of rules on psychic powers, which will be expanded in future supplements and will include special rules for all of the different types of psyker found in the Warhammer 40,000 universe. For this battle, however, I simply had to choose two powers for my Weirdboy from the list in the rulebook. One of these powers can only be used by Ork Weirdboyz – the appropriately named 'Power Vomit' – so I really had to take this. The other power I chose was 'Destroy Mind', which I hoped I could use to fry the brain of Andy's commander.

DEPLOYMENT MAP



BLOOD ANGELS TURN ONE

In the new Warhammer 40,000, you use a slightly different procedure to determine who has the first turn. Each player rolls a D6 and adds their army's strategy rating to the score: whoever gets the highest total has the first turn. Space Marines have a strategy rating of 5 against the Orks' strategy rating of 3. I rolled a 3 against Jervis' roll of 4 for a total of 8 against Jervis' 7 – just giving me the first turn.

I started off by sending the dreadnought Furioso forward to the edge of the ruins to get a clear shot at the Ork dreadnought. Armed with a lascannon and a heavy bolter, the Ork dreadnought posed the biggest threat to my forces on this flank, so it was imperative that I crippled it quickly. Squads Paulus and Mephisto both ran forward, somewhat impeded by the jungle, and took cover near Furioso, ready to give covering fire if the Orks tried to move within grenade range of my dreadnought.

After examining the potential targets for Squad Ariosto (and hardly finding any!) I placed them into overwatch to cover against the battlewagon and potentially impede the Goffs' progress. The bolter-armed members of Squad Adorno took up positions on the rocky slope before them while the heavy bolter and the heavy plasma gun ranged in on the Death Skulls and Goffs respectively.



Finally the Rhino sped forward and disgorged its heavily armoured contents beneath the noses of the surprised-looking Death Skulls. Unfortunately the Terminators could not quite make it into the cover of the rocks they were heading for and were left more than a little exposed.

Furioso's multi-melta spat a roaring blast of power at the Ork dreadnought. Caught in an expanding cloud of super-heated energy the Ork machine staggered and started to visibly melt.



BLOOD ANGELS TURN 1

Rivers of molten slag ran down its hull as it stumbled back and collapsed on top of the Painboy behind it, seeming to seek a last embrace from its creator before it was destroyed. A rousing cheer went up from the advancing Space Marines. Furioso's shot in fact penetrated and damaged every hit location on the Ork dreadnought, my only regret was that the thing didn't blow up and take some Goffs with it! A salvo of explosive bolts from Furioso's storm bolter was less accurate, merely carving a swathe through the jungle ahead.

Squad Adorno opened fire in unison with the fall of the Ork dreadnought. The heavy plasma gunner fired on low power into Narbog's mob, engulfing the Orks' own heavy plasma gunner and another Goff in boiling plasma. Robbed of both their heavy plasma gun and their dreadnought on the left flank the Orks would now be hard put to even damage Furioso.

After this stunning start the Blood Angels' firing went utterly to pieces. Squad Adorno's heavy bolter missed and the Terminators suffered a complete aberration by completely missing the Death Skulls, despite only needing 2 or more on a D6 to hit! They actually rolled four 1's and the one Brother Marine who rolled a hit managed to jam his storm bolter! This unbelievable disaster, combined with their failure to reach the cover of the rocks, left Redemptor squad in deep, deep trouble. Obviously the Death Skulls' habit of painting themselves blue for luck had paid off...!

As an ominous epitaph to this turn the Ork's Weirdboy tried to use his *Destroy Mind* power on Brother-Captain Tycho. The Weirdboy failed to summon the energy required but I had a nasty premonition that he wasn't going to stop trying.

VICTORY POINTS

BLOOD ANGELS 2 POINTS
ORKS 0 POINTS



THE TERMINATORS OF REDEMPTOR SQUAD DEPLOY AMONGST THE ROCKS.

ORKS TURN ONE

One of the few advantages of moving second is that it allows you to decide on your plan of action after your opponent has made his first move and committed his troops. As I suspected he would, Andy launched his attack through the jungle. Fortunately for me, although the Space Marine dreadnought vaped my dreadnought (and took out my Painboy to boot!), the rest of Andy's attacks were largely ineffectual and the bulk of my forces were unharmed. This meant that I still had plenty of troops to try to counter Andy's plan. I quickly decided to attempt to blow away his Terminators with massed firepower, but to hold back on the other flank against Andy's main attack. With a bit of luck I could deal with the Terminators in a couple of turns, which would release my Death Skulls and Bad Moons to support the Goffs.

To this end I moved the Goffs and my Weirdboyz so that the bulk of the Boyz were under cover. The Goffs simply didn't carry

the heavy weapons required to enter a long range firefight with the Space Marines, so I hoped to minimise my losses by keeping most of my troops out of harm's way until the Space Marines got closer. I made sure that the Weirdboy in particular was well hidden, as he had the added advantage of not needing a line of sight to use his psychic powers. Unfortunately my Boyz mobs were so large that I couldn't get



ORKS TURN 1.

them all behind cover and maintain squad coherency, so a few had to be left out in the open. However, the Boyz in the open could fire at the Space Marines, and managed to pick off Squad Mephisto's missile launcher with a lucky long range shot.

The battlewagon moved up to support the Goffs, the Nobz leaping out in order to attack Squad Adorno on the hill. As they did so Squad Ariosto, which was on overwatch to guard against just such a move, opened fire with its lascannon. Fortunately for me, the shot hit a passenger rather than the vehicle itself and then, to add insult to injury, Andy failed to kill the passenger that he had hit! The rest of Squad Ariosto's bolter fire proved equally ineffective. Having survived this wild fusillade of shots the Nobz dismounted, but no doubt still distracted by their lucky escape, failed to hit anything when they fired at Squad Adorno.

Meanwhile my other troops started to tighten the noose on Andy's Terminators: the Bad Moons closed in on one flank, the Gretchin and Evil Sunz swung round the other flank, while the Death Skulls engaged them from the front. Caught in the open the Terminators were attacked by an absolute hail of fire, being hit numerous times!

However, Terminator armour has been greatly improved under the new rules and now offers a 3+ saving roll on two dice, rather than on a single dice as before. As all of the attacks that hit only had saving throw modifiers of -1 or -2, Andy only had to roll a 4 or 5 on 2D6 in order to make his saving roll! Not surprisingly, most of my attacks pinged off

the Terminators' armour. However, the sheer number of hits meant that two attacks did get through, killing two of the Terminators before they had managed to kill any of my Orks.

As the Death Skulls broke into a rousing chorus of "two-nil, two-nil, two-nil", the Weirdboy turned his *Destroy Mind* power on the Space Marine commander. This time he succeeded in using the power (he needed to roll a 4+ on 1D6 in order to do so). This meant Andy had to make a Ld test for the commander; if he failed the roll the commander would be killed. Andy wasn't too worried about this as his commander had a Ldoof 10, and then promptly managed to roll an 11 on the two dice!

With an agonised groan (echoed by Andy himself), the Space Marine commander fell to the ground, as dead as a doornail. This meant that any Space Marines within 12" had to take a Ld test to see if they were shaken by the loss of their commander. Fortunately for Andy he made all of the rolls. None the less I had achieved my objective! If I could just stop Andy achieving his objective and keep my own casualties down, then the game would be in the bag.

VICTORY POINTS

BLOOD ANGELS 2 POINTS
ORKS 6 POINTS

BLOOD ANGELS TURN TWO

Things were looking very bad at the start of Turn 2. Brother-Captain Tycho was down along with two Terminators from Squad Redemptor (including the one armed with an assault cannon) and Squad Mephisto's missile launcher Marine. Oh why didn't I bring an Apothecary? To add insult to injury Squad Ariosto had lost its missile launcher to a catastrophic malfunction! I tried to console myself with the thought that a good turn of firing could rectify matters, trying not to think about the consequences if it didn't.

I was most concerned about the Goffs and Nobz flanking Squad Paulus, not to mention the battlewagon which could do immense harm by overrunning Squads Ariosto and Adorno.

To stand a chance of staying in the game I had to get a squad or the dreadnought into Jervis' deployment zone and earn the extra victory points I needed. This meant that the dreadnought and Squads Paulus and Mephisto had to keep pushing forward, ignoring the threat to their flank and trying to smash Nazgut's mob directly in

their path. I hoped that Squad Adorno could shoot up the Nobz by using rapid fire with their bolters. Unfortunately Nargob's Goff mob was out of sight behind the jungle so there was little I could do about them, instead I took the opportunity to move the heavy plasma gun to a different position with a better field of fire. I left Adorno's heavy bolter covering the right in case the Nobz flanked me that way and to support the beleaguered Terminators.



BLOOD ANGELS TURN 2.

The Terminators were going to have to concentrate on staying alive from here on in so Sergeant Huon led his remaining two Terminators into the cover of the rocks, working his way to the left. The Rhino was more problematic. I could send it rampaging into the Gretchin on the far right and it might kill a few, but it would undoubtedly be destroyed by the Evil Sunz' multi-melta almost immediately. Instead I decided to send it to the left, hoping that I could ram the battlewagon and cripple it. In the event I couldn't actually reach the battlewagon without moving at fast speed, which meant I couldn't turn far enough to make it either. In the end I had to compromise by moving the Rhino half way and hoping that Jervis wouldn't be able to resist ramming me instead.

After some further deliberation I decided to place Squad Ariosto into overwatch again to catch the Nobz and the battlewagon as they moved. If the lascannon could cripple the Orks' battlewagon I might still be in with a sniff of pushing the Rhino further forward and giving Jervis something extra to worry about.

My firing started off badly again. Squad Adorno poured bolter fire into the Nobz mob and scored several hits. Only a single bolter shell hit squarely enough to wound, but ricocheted off the Nob's 'eavy armour. Likewise, the Rhino's twin bolters were accurate but failed to bring down any of these super-Orks. Squad Paulus scored several hits on the exposed Goff mob but failed to wound anyone. The Terminators also had little joy, killing a single miserable Gretchin with their storm bolter fire.

This debacle just goes to prove what a big difference there is between shooting up opponents with a Toughness of 3 as

opposed to 4. The Orks could shrug off hits which would have dropped Eldar in their tracks so my bolter fire was getting me nowhere fast; in fact only Squad Mephisto killed a single Goff with bolter fire during the whole of Turn 2. By this time the battlefield was resounding with the sound of my grinding teeth and sulphurous curses at the state of my dice-rolling!

Dreadnought Furioso and Squad Adorno's heavy bolter rescued the situation somewhat. The heavy bolter riddled three Bad Moons (including one armed with an autocannon) and Furioso unleashed its devastating multi-melta upon Nazgut's mob, vapourising three of them instantly and sending the rest fleeing for their very lives in spite of the presence of their Warboss nearby.

However these events were mere bright sparks in an otherwise gloomy turn for me, I had made back some of the victory points lost when the Weirdboy took down Brother-Captain Tycho, but I was still badly lagging. By the end of the turn, I was feeling completely doomed and utterly dogged by bad luck. I fled in search of a cup of coffee to calm my ravaged nerves and hopefully give me a fresh perspective on the situation.

VICTORY POINTS

BLOOD ANGELS 4 POINTS
ORKS 6 POINTS



THE FURIOSO DREADNOUGHT ADVANCES ON NAZGUT'S GOFF MOB.

ORKS TURN TWO

Although Andy's second turn of fire inflicted fewer casualties than I could possibly have hoped for, the fact that he broke Nazgut's mob's morale was extremely annoying. I had been hoping to attack Squad Paulus with the massed fire of both Goff mobs, as you really need to fire as many Ork bolters as possible if you want to cause significant casualties, especially against tough targets like Space Marines. With half of the Goffs scampering for cover, the chance of my causing much damage was severely reduced. What made this all the more galling was the fact that Magrot was within 12" of the mob, so they only had to roll a 9 or less in order not to break.



ORKS TURN 2.

This wasn't the end of my problems either. Andy's Rhino was threatening to overrun my Goff Nobz, and the Space Marine dreadnought (which caused the casualties that routed the Goffs) was going to have to be dealt with somehow, otherwise it would simply roll up my flank. Unfortunately, the Mekaniak armed with the Haywire grenade – a highly effective weapon against dreadnoughts – was in the battlewagon heading in entirely the wrong direction!



After a couple of minutes pondering, I finally decided to jump the Mekaniak out of the battlewagon so that he could run back and deal with the dreadnought, while the battlewagon zoomed off in the other direction to ram the Rhino. This was a little bit risky as the battlewagon was going so fast that the Mekaniak might hurt himself as he leapt out. Fortunately he managed it without a hitch, and scampered back to join Magrot. The battlewagon roared off, smashing into the Rhino and wrecking it. The Rhino would move out of control for a turn and then grind to a halt, effectively destroyed. The battlewagon suffered only minor damage to one of its wheels, reducing it to

a maximum move of 8" per turn for the rest of the battle but leaving it otherwise intact.

Meanwhile Nargob's mob advanced through the jungle, firing at Squad Paulus as it did so. As I had feared, however, the combination of poor Orky Ballistic Skill, combined with the Space Marines' superior Toughness resulted in the Goffs failing to inflict a single casualty. The Nobz mob continued to attack Squad Adorno, peppering it with bolter shots and frag grenades. Even though I managed to inflict a number of wounds, Andy made all of his saving rolls and not a single Space Marine was killed. On the other flank the rest of my Orks closed in on the embattled Terminators, and once again unleashed a hail of fire. This time, however, the Terminators were in the cover of the rocks, which meant that most of the Orks' attacks missed. The few shots that did hit bounced off the Terminators' formidable armour.

The final trick up my sleeve was for my Weirdboy to attack the pilot of the Space Marine dreadnought with his *Destroy Mind* power. As the pilot had a Ld value of 10 I had as good a chance of killing him as the Space Marine commander. Unfortunately my run of bad luck continued and the Weirdboy failed to get the power to work. All that was left to do was to try to rally Nazgut's mob, and fortunately I did manage to pull that off. This finished off what had been a terrible turn for the Orks. The only damage I had inflicted on the Space Marines was to take out their Rhino (though at least this earned me a victory point). Unless I was very careful the Space Marines were going to get back into the game.

VICTORY POINTS

BLOOD ANGELS 2 POINTS
ORKS 7 POINTS

BLOOD ANGELS TURN THREE



I was heartened somewhat by caffeine and the Orks' apparent inability to harm me in the previous turn. I put this down to the simple fact that not only did my Blood Angels have a sturdy Toughness of 4 but also an excellent armour saving throw (3 or more on a D6). Also, once the Space Marines were in cover the Orks had tremendous problems even scoring a hit in the first place. The best example of this was the Terminators of Squad Redeptor who had suffered about fifteen hits and lost two of their number while in the open on Turn 1. Once in the cover of the rocks they only suffered a few hits on Turn 2, all of which either failed to wound or were stopped by their tactical dreadnought armour.

My move started with the wrecked Rhino careering out of control into the nearby hillside, which did at least provide Squad Adomo with some cover from the Bad Moons. After this I considered what to do with Squad Redeptor. I was tempted to leave them stationary and rapid fire into the approaching

tide of Gretchin or the Bad Moons. However, this would have achieved little in helping out my attack on the left flank and would probably have doomed the squad to losing one or two members to the Evil Sunz' multi-melta during the Orks' turn.

In the end I decided to charge the Terminators at the Ork battlewagon. This may seem a bizarre move but it would actually achieve several things. Firstly it would take Squad Redeptor further out of the clutches of the approaching Gretchin and Evil Sunz (who were obviously not going to get a look in on the battle except by killing the Terminators). Secondly it actually moved the squad a double move towards the main area of the fighting, and thirdly it gave them a chance to earn me an extra victory point by immobilizing the battlewagon as it had only been slightly damaged by ramming the Rhino.

Time was running out for my assault force. Squads Paulus and Mephisto were unable to reach the Orks' deployment zone in time and the Rhino was disabled. This left only the dreadnought and I was acutely aware of the fact that Jervis knew this too. I decided to try and blast my way forward and get the dreadnought into a position where it could charge or run in next turn with covering fire from my other squads.

Squad Mephisto ran forward to be in position for the next turn and to try and lure out Nazgut's mob who were lurking behind the rock spires. Furioso stamped around the corner of the ruins to spot the cowering Weirdboy and his Minderz hiding behind them. Squad Paulus advanced to close range to try and purge the Goffs from the jungle on their right. Squads Adorno and Ariosto maintained their positions to give covering fire.

I directed Squad Ariosto's fire against the Nobz to try and drive them away from Adorno's position, freeing them to support Squad Paulus. However, despite having nine shots I only succeeded in hitting and killing one Nob. A feeling of dark despair swept over me – were those Nobz blessed by Gork and Mork or what? A further six bolter shots from Squad Ariosto pattered off them like summer rain and my screams of frustration echoed out yet again! Denuded of any assistance from Squad Ariosto, Squad Paulus would be in for a good



BLOOD ANGELS TURN 3.

kicking from the Goffs any minute now. Things picked up momentarily when Squad Ariosto's heavy plasma gunner avenged Brother-Captain Tycho's death by blasting Oddgit and one of his Minderz into tiny incandescent particles after the dreadnought had reported their position. However I was soon chewing the table edge with more frustration as their heavy bolter managed to roll two jams and junk itself for the rest of the game!



Furioso was in the tricky situation of having just a single Minder still before him and beyond that the supremely tempting target of the Ork Warboss and a large cluster of Goffs. Unfortunately the Minder hadn't fled when his compatriots were vaped as I'd hoped (too stupid to be scared, I guess). According to the rules I couldn't target the Goffs and the Warboss instead of the Minder. I tried blowing away this impediment with Furioso's storm bolter; it jammed. I tried using Furioso's auto-launchers on him; only one frag grenade hit and that failed to wound. Cursing vehemently I finally blasted the annoying little ***** with the dreadnought's

multi-melta and had the satisfaction of seeing him dissolve into a pile of goo. This left Squad Paulus having to deal with twice their number of Goffs ensconced in a jungle completely on their own (doomed, doomed, I hear you cry).

Squad Paulus' firing got off to a rousing start with their flamer burning up two Goffs and setting a third alight. The staccato bark of the squad's bolters rose above the crackling roar as one Goff after another burst under the rain of explosive shells. It was as if all the bad luck that had dogged me through the game was swept away as the laws of probability snapped back into place like an overstretched rubber band. All four bolter-armed members of Squad Paulus slew a Goff each, breaking the Mob's morale and sending Magrot and the bloodied remnants of the Nargob's mob diving for cover in the jungle.

Sadly Squad Redeptor's close assault on the battlewagon yielded no reward, as I failed to immobilize it despite one of the Brother Marines successfully damaging one of its wheels with his power fist. Jervis rallying Nazgut's mob hiding behind the rocks had driven my victory points total right down but breaking the other Goff mob and killing the Weirdboy had dragged me back up again. The vague possibility of victory hove back into view.

VICTORY POINTS

BLOOD ANGELS 5 POINTS
ORKS 7 POINTS



THE BATTLEWAGON CRASHES INTO THE RHINO SENDING IT SPINNING OUT OF CONTROL.

ORK TURN THREE



ORK TURN 3.

Ouch! Well there was no doubt about it, Andy's last turn put the Space Marines back in the game with a vengeance. By more or less destroying my second Goff mob, Andy had left me with very little to slow up his advance. The Goffs I rallied last turn were simply going to have to stay where they were, so that if Andy ran into my set-up zone I would at least have some troops to engage him with in my last turn. For similar reasons my Warboss and Mekaniak had to remain under cover, so that if Andy advanced his dreadnought on the final turn I would have something to attack it with.

In fact the only unit I could attack with on this flank was my Nobz mob. As their fire on previous turns had been largely



ineffective I decided to charge them into hand-to-hand combat this turn. Two of the Nobz charged Andy's Terminator Sergeant, as I only needed to inflict one more casualty to reduce the Terminators to half strength, and this would earn me a victory point. The other two Nobz headed off in the opposite direction to attack Squad Paulus and hopefully slow up Andy's advance towards my set-up zone. Squads that are engaged in close combat do not have to worry about the Squad Coherency rules, which is why the Nobz could attack in two directions at once. However, whichever group was smaller in my next turn would count as having broken morale until I got

the two halves of the mob back together again. As I doubted that the Nobz would survive through Andy's turn, I didn't foresee this being a problem. The Orks' battlewagon hurriedly backed away from the attacking Terminators, leaving room for the Nobz to attack the Terminator Sergeant.

On my other flank the Gretchin and Evil Sunz chased after the Terminators, who had moved out of range again when they attacked the battlewagon. The Bad Moons carried on with their advance, while the Death Skulls stayed put and switched their attention to Squads Ariosto and Adorno, which they could just see on the other side of the table. Unfortunately the Orks' fire proved every bit as ineffective as it had last turn, and not a single Space Marine was killed by Ork shooting. The Nobz were more effective in hand-to-hand combat, killing the flamer Marine from Squad Paulus and the Terminator Sergeant, although the Sergeant did manage to kill one of the Nobz before he went down himself.

As we went into the final two turns things were very finely balanced. Andy could still achieve his objective by running his dreadnought into my set-up zone, or might even be able to inflict enough casualties to give him a win even without achieving his objective. However, I was still fairly confident. I was three points ahead of Andy's victory point total, so he would need to get a lot of kills to score enough victory points with casualties alone, while my Warboss and Mekaniak were in a position to damage or destroy the Space Marine dreadnought if it moved into my set-up zone. None the less, everything would rest on the outcome of Andy's final turn...

VICTORY POINTS

BLOOD ANGELS 5 POINTS
ORKS 8 POINTS

BLOOD ANGELS TURN FOUR

With a sinking feeling in the pit of my stomach I realised I couldn't get my dreadnought into Jervis' deployment zone and score a big fat five victory points. The reason was that I couldn't move far enough forward with a normal move. I couldn't make a run move because of the proximity of the hidden Goffs behind the rocks nor could I make a charge against them because they were out of sight. By keeping those cursed Goffs hidden Jervis had stymied me! All I could do now was dig my heels in and try to inflict as many casualties as possible. The Bad Moons were already weakened by Squad Adorno's heavy bolter fire so I decided to try and break them; my other targets would be the Ork Warboss and the Nobz mob. If I could take out all these targets and not suffer too many casualties myself I could hopefully just sneak ahead in the victory points.



BLOOD ANGELS TURN 4.

Squads Paulus and Mephisto froze into overwatch to cover the Nobz attacking from the right and to remain alert in case the Goffs emerged from behind the rocks. An Ork Mekboy was also lurking around behind the jungle and I got a nasty



THE ORK NOBZ ENGAGE THE TERMINATOR SERGEANT AS THE EVIL SUNZ ADVANCE.

impression he was trying to sidle up to the dreadnought – doubtless he had something to use against it up his sleeve. I decided to keep a special eye on him.

My dreadnought stomped towards the smoking crater where the Weirdboy had been and levelled its multi-melta at the recently rallied Ork Warboss – the greenskin was desperately trying to hide amongst the trees but the tell-tale glow of his refractor field gave him away. The two survivors of Squad Redemptor held their position among the spiker plants and readied their storm bolters. Squads Adorno and Ariosto advanced from their hillside positions, one Marine from Squad Adorno clambering up onto the exposed hill crest to get a shot at the Mekboy.

Furioso spat its hissing, roaring bolt of super-heat for the last time, shrivelling the Warboss instantly and sending bright flames leaping through the edge of the jungle to kill another cowering Goff nearby. A bright lance of destruction from Ariosto's lascannon blew apart a Bad Moon as Squad Adorno opened fire. Incandescent plasma fire vapourised another Bad Moon and the Brother Marine on the crest of the hill plugged the Mekboy with a single bolter shot. Squad Redemptor cut

down yet another Bad Moon and the Bad Moons' Nob barely survived the hail of fire thanks to his 'eavy armour but his continued survival prevented the surviving Bad Moons breaking and running. The Nob which had killed Sergeant Huon was thoroughly riddled with explosive bolts and died very messily. This left only the two Nobz facing Squads Paulus and Mephisto. Sadly these didn't break but they were still in the unenviable position of being covered by eight overwatching Space Marines...

At the end of the turn Squad Redemptor rallied from their shaken morale status which would make it much harder for Jervis to dispose of them. This turn only brought me back up to level pegging on the victory points, 8 all, But if I could just kill or break those two surviving Nobz and not lose any victory points myself I could still win!

VICTORY POINTS

BLOOD ANGELS 8 POINTS

ORKS 8 POINTS

ORK TURN 4

Well, the Space Marines finally showed what they could do, earning Andy three victory points with some very accurate shooting in his turn and evening up our scores. Even so, as I started my last turn, I knew that all I needed was one victory point to get a win. If I still had either my Warboss with his combi-weapon or (even better!) the Mekaniak with his Haywire grenade, then I would have had a good chance of inflicting some damage on the Space Marine's dreadnought and earning a victory point that way, but as both characters were now dead this was not to be.

This left me with the rather slim chance of finishing off the two remaining Terminators with the massed fire of the Evil Sunz and Bad Moons, combined with the equally slim chance of my two remaining Nobz being able to kill the three Space Marines from Squad Paulus, reducing the squad to less than half strength. Achieving either of these tasks would earn me a victory point and win me the game.

Then disaster struck! Before I had even moved a single model, Andy declared that Squad Paulus would fire on my two remaining Nobz. Andy had placed the squad on overwatch to provide covering fire for his dreadnought, in case he didn't manage to kill my Warboss and Mekaniak in his turn. As both were dead

there was no reason for Andy not to fire straight away, and that is exactly what he did, killing the two remaining Nobz with a hail of bolter fire. Not only did this eliminate any chance of reducing Squad Paulus to half strength, but it also earned Andy another victory point, which put him in the lead!

My only chance now of stopping the Space Marines winning the game was to wipe out the two remaining Terminators. I couldn't get a line of sight to enough Space Marines to reduce any of the other squads to half strength, and I didn't have a line of sight to the dreadnought with any weapons that could harm it. Unfortunately, only my Bad Moons and Evil Sunz could still see the Terminators, but they blasted away at them with every weapon they had. The Bad Moons fired first and



ORK TURN 4.

managed to take out one of the Terminators with a lucky hit from their lascannon, which left just one last Terminator for the Sunz to finish off. The Evil Sunz let rip, but their multi-melta shot missed completely, and their bolter fire pinged off the Terminator's awesomely thick armour. There was nobody left to shoot at the Terminators – Andy had managed to pull off a win in the very last turn of the game, and almost on the very last roll of the dice!

The game drew to a close with the Death Skulls blasting away at the only target they could see, the Space Marine from Squad Adorno who had moved into the open so that he could kill my Mekaniak, and who now paid for his daring by being riddled with heavy bolter fire. Still, this was small consolation. Victory had been in my grasp for most of the battle, only to be torn away on the very final turn of the game.

VICTORY POINTS

BLOOD ANGELS 9 POINTS
ORKS 8 POINTS

BLOOD ANGELS DEBRIEFING (Andy Chambers)

Made it! It was a very tight game and I really did think I was doomed by the end of Turn 2. Everything that could go wrong had gone wrong and I was ready to throw in the proverbial towel, which just goes to show it ain't over 'till it's over! However, my strategy of pushing through the jungle rather than across the plain paid off handsomely. This was because the Orks were unable to capitalise on my failures and had to come at me piecemeal because of the dense terrain. I did fail to achieve my primary objective and only pulled a minimal victory out of the bag by killing an awful lot of Orks.

Jervis reckoned it was a mistake to send in the Terminators against the Ork horde on the plain, maintaining that they would have given me the extra edge I needed to break through on the left. I think he's right: Squads Paulus and Mephisto spent too much time shooting Orks and not enough time running forward. Choosing an Assault squad with or without jump packs would have made my mission an awful lot easier but I didn't know that I would be playing a Dawn Raid mission when I chose my force. On the other hand, if I had taken an Assault squad and then got Engage and Destroy instead I would have been struggling.

Though some Terminators advancing through the ruins on the left would have made my assault a lot easier I feel that the role that Squad Redemptor performed was quite vital. If I had deployed nothing beneath the maw of Jervis' guns in the centre the Bad Moons and the Death Skulls would have folded in on my right flank and destroyed Squads Adorno and Ariosto quite quickly, leaving my other squads doing a Custer's last stand in the ruins. Only Terminators could have survived in that position and remained a thorn in Jervis' side throughout the game. If I had, for example, deployed Squad Ariosto in one of the bunkers (as I did consider for a while) I guarantee they would have been turned into dogmeat by the end of Turn 2.

The biggest problem in trying to move forward was the presence of the Goffs hidden behind the rocks. Jervis had the good sense to realise that they could do a far better job of keeping me at bay by staying out of sight and not getting shot. As it was I couldn't risk sending Squad Mephisto too close because the Goffs would have easily wiped them out in close combat and the dreadnought was also stymied by their presence.

Of course my "man of the match" award has to go to the dreadnought – without him propping up my left so comprehensively things would have been very dire indeed. The dreadnought was ideally suited to fighting in the close confines of the left hand side of the table, equipped as it was with the devastating but short-ranged multi-melta – my only regret was that it didn't get into hand-to-hand combat and use its power fist. However, I do suspect its presence put Jervis off any thoughts of throwing his Warboss and the Goffs into hand-to-hand combat with Squad Paulus.

Probably the most disappointing showing on my side was from the Devastator squad. They suffered the worst of my bad luck but I definitely fixated too much on Squad Ariosto maintaining their position. Once their missile launcher had malfunctioned and I had failed to damage the battlewagon with the lascannon I should have moved them down to get involved with the fight around the ruins.

Squad Adorno did a fine job, though they spent far too long trying to dispose of the Nobz because they could only bring bolters to bear on them. The moral of this story is not to be afraid to miss a shot with your heavy weapons so that they can move to a better position. Though it seems unthinkable at the time, your opponent will simply out-manoeuvre you if you stay in the same place for too long. I think placing two heavy weapons in each squad was worthwhile because there weren't enough positions to deploy all four heavy weapons together effectively.

Poor Brother-Captain Erasmus Tycho suffered the worst luck of all, failing a 2D6 roll when all he needed to score was a 10 or less. The Apothecaries assure me that with extensive psycho-surgery he will fight again but in this game his loss was devastating. Not only did Jervis get a big fat six victory points (75% of the Orks' victory points) for taking him out but the Break test his loss caused on all the squads within 12" could have been disastrous. Perhaps I should have just hidden him well out of the way once I knew what Jervis' mission was, but I couldn't bring myself to do it, it just wouldn't have been heroic...!

Looking at Jervis' plan and deployment I can find little fault except in positioning the Evil Sunz on the extreme right – their multi-melta would have been a lot more useful in the jungles on the left. During the game he didn't respond quickly enough to the attack on the left, getting hung up on trying to destroy the Terminators for too long while the Goffs and Nobz were gradually pummelled to death.

It must be said that Jervis was exceedingly lucky to kill my commander with the Weirdboy – if he hadn't, the battle would have been an utter trouncing for him. On the other hand, I was lucky to pull it back and kill enough Orks to win in spite of failing to fulfil my primary objective. A stunning testimony to the durability of a Space Marine force at close quarters in dense terrain.

THE BENEFITS OF HINDSIGHT (Jervis Johnson)

And yet again Andy pulls off a spectacular last minute win – will I ever beat this man (in print at least)? Still, I'm not too upset about losing the game. After all it was very close, and I did a lot better than the last time I led my Orks against Andy's Space Marines (see WD 158 for a report of that battle).

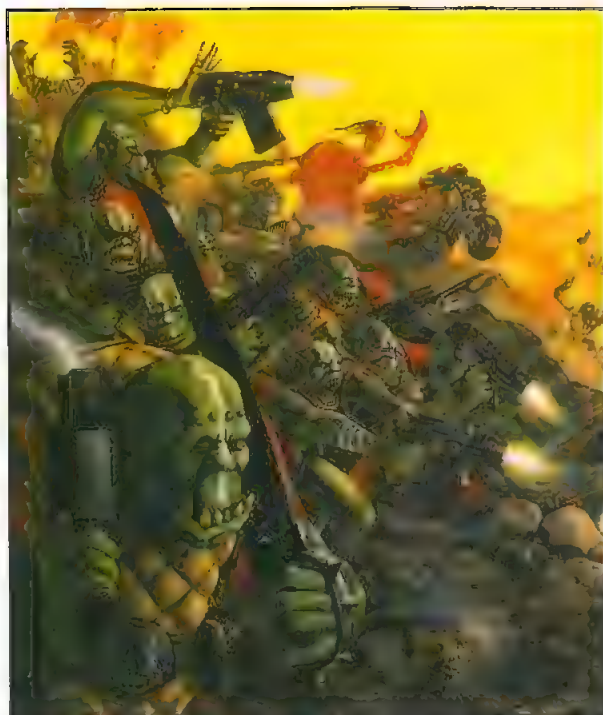
So what went wrong? On the whole my set-up wasn't too bad, though possibly I should have placed even more troops opposite the jungle than I actually did. Certainly the Evil Sunz would have been of more use in the jungle than they were on the other flank. On the other hand, if I hadn't placed the Evil Sunz where I did then Andy could have easily moved round and enveloped the open flank in his Rhino, which is part of the reason why I placed the Evil Sunz and their multi-melta where I did. Possibly the best compromise would have been to place the Evil Sunz in the centre as part of my 'mobile reserve', so that they could have been switched to either flank as needed. Ah well, such are the benefits of hindsight.

My other error when setting up was to leave the Ork dreadnought in a position where Andy could get a shot at it in his first turn. I must admit that I had assumed that the jungle would block any line of sight Andy might get to the dreadnought, but I was wrong, and paid dearly for my mistake. Still, at least the battle taught me that the new rules for setting up mean that you must be extra careful when you have to set up first, as a cunning opponent will punish any mistakes that you make.

During the game my biggest error was committing too many of my troops to trying to wipe out the Terminators. In particular, I really should have moved the Bad Moons over to defend against the main Space Marine attack through the jungle, rather than using them against the Terminators. This mistake was compounded by my zooming the Nobz mob forward in the battlewagon on the first turn. It was only bad luck on Andy's part that stopped the Nobz being wiped out on the first or second turn, and in any case they would have been much more useful nearer my base line acting as a reserve force. As most of them were armed with power fists they could have even damaged Andy's dreadnought in close combat, which might have won me the game.

And last but not least, advancing the Goff mob through the jungle to engage Squad Paulus on Turn 2 probably wasn't that good an idea either. My Boyz didn't manage to kill a single Space Marine, and were all but wiped out by the return fire, earning Andy two victory points and leaving me with almost no troops to defend against his main attack. If I had thought about it a bit harder at the time I probably wouldn't have made the move, because the other Goff mob had already been driven off, and I should have realised that ten Orks are going to get badly mauled by an equal number of Space Marines. But I had decided on my plan of action during my first turn, and rather than revising it in the face of the situation I faced at the start of Turn 2, I carried on blindly with my plan without thinking it through.

Still, it wasn't all bad news. I was more than pleased with the performance of my Weirdboy, and keeping him well hidden for as long as possible so that he could attack without suffering any return fire proved very successful. I'll remember that tactic



in any future games. I learnt my lesson on Turn 2, and kept my other Goff mob well under cover where they acted as a threat to Andy's troops and stopped him getting any troops into my deployment zone. It just goes to show that you don't have to bring any guns to bear to have an effect on a battle.

Turning my attention to the Space Marines' tactics, there are only a couple of points I would make. Although Andy disagrees, I feel that using the Terminators to try to hold up my troops on the left flank was a bad move and nearly resulted in their being wiped out. The job could have been done just as well by one of the Space Marine Devastator squads, and I'm sure that the Terminators would have proved a lot more effective in the jungle terrain on my right flank than out in the open facing the massed fire of almost half the Ork army. Andy's other mistake was letting my Weirdboy get in range of his commander, and right from the very first turn as well! My Weirdboy had almost a 10% chance of killing the commander each and every time he attacked, and while odds like that aren't all that good, they quickly add up over the course of a few turns. As it was I lucked out and killed the commander very early on, and the victory points I earned almost gave me the game. Almost...almost...

But turning aside from game winning tactics and feeble excuses, I do feel that this game served to highlight the benefits of some of the changes Andy and Rick have made in the Warhammer 40,000 game system. The actual game mechanics have been streamlined to make Warhammer 40,000 battles faster and more enjoyable. The new Wargear cards are also worth a mention, and the new army lists are both easier to use and much more evenly balanced than they were before. But probably the most important changes of all are the new Mission cards and victory conditions, which serve to give a sense of purpose to each game, and greatly add to the excitement level of any battle. All in all then, the new rules make for a faster, more even, and more exciting game. And you can't ask for much more than that!

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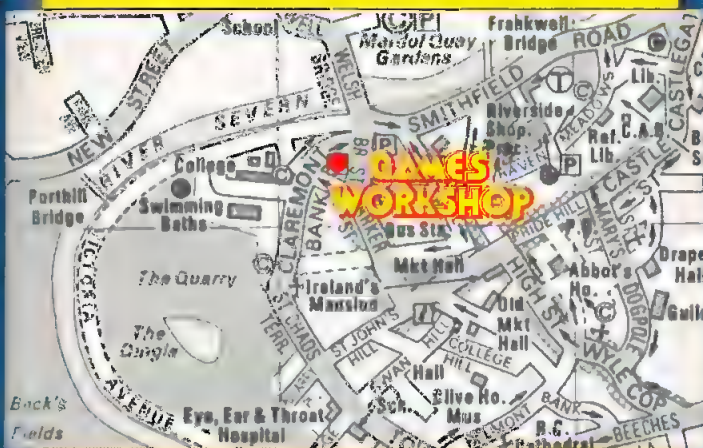
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RUNE LORD KRAGG THE GRIM

THE COMPLETE KRAGG THE
GRIM CONSISTS OF:
1 X KRAGG THE GRIM
1 X KRAGG'S BANNER



EXAMPLE OF COMPLETED KRAGG THE GRIM



KRAGG'S BANNER
74384/2



KRAGG THE GRIM
74384/1

ENGINEER GUILDMASTER BURLOCK DAMMINSON

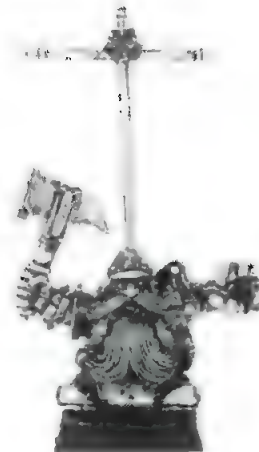
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DAMMINSON'S
BANNER
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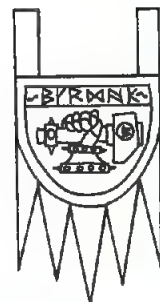
BURLOCK
DAMMINSON
74383/1



EXAMPLE OF COMPLETED BURLOCK DAMMINSON



KRAGG THE GRIM'S
BACK BANNER



BURLOCK
DAMMINSON'S
BACK BANNER

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Designed by Michael Perry

DWARFS

UNGRIM IRONFIST THE SLAYER KING

THE COMPLETE
UNGRIM IRONFIST
CONSISTS OF:
1 x UNGRIM IRONFIST
1 x IRONFIST'S BANNER



EXAMPLES OF COMPLETED UNGRIM IRONFIST



IRONFIST'S BANNER
74382/2



UNGRIM IRONFIST
74382/1

DWARF KING KAZADOR

THE COMPLETE
KING KAZADOR
CONSISTS OF:
1 x KING KAZADOR
1 x KAZADOR'S BANNER
1 x THUNDER HORN



KAZADOR'S BANNER
74381/3



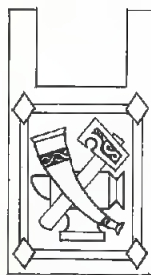
THUNDER HORN
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KING KAZADOR
74381/1



EXAMPLES OF COMPLETED KING KAZADOR



KING KAZADOR'S
BACK BANNER



UNGRIM IRONFIST'S
BACK BANNER



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CITADEL
MINIATURES



DWARFS

TROLL SLAYERS



THUNDERERS



DWARFS

DWARF MINER COMMAND



LEADER
88045/3



STANDARD BEARER
88045/1



HORN BLOWER
8045/2

DWARF MINERS



DWARF MINER 1
88044/1



DWARF MINER 2
88044/2



DWARF MINER 3
88044/3



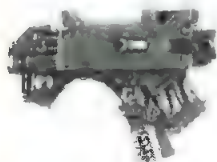
DWARF MINER 4
88044/4



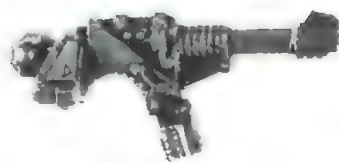
DWARF MINER 5
88044/5

SPACE MARINES

SPACE MARINE DEVASTATORS



HEAVY BOLTER Mk 2
070099/6



IMPERIAL LASCANNON Mk 2
070099/5



MISSILE LAUNCHER Mk 2
070099/4



Mk7 SPACE MARINE
DEVASTATOR 1
070099/2



Mk7 SPACE MARINE
DEVASTATOR 2
070099/3

THESE MINIATURES ARE SUPPLIED WITH A SEPARATE PLASTIC SPACE MARINE ARM SPRUE AND A PLASTIC SPACE MARINE BACKPACK SPRUE.



EXAMPLES OF COMPLETED Mk7 SPACE MARINE DEVASTATORS

SPACE MARINES WITH SPECIAL WEAPONS



SPACE MARINE
WITH FLAMER
0819/4



SPACE MARINE
WITH MELTA GUN
0808/2



SPACE MARINE
WITH PLASMA GUN
CAT3/3

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Designed by Jes Goodwin and Norman Swales

SPACE MARINES



SPACE MARINE
MK2 'CRUSADE' ARMOUR
070197/2



SPACE MARINE
MK3 'IRON' ARMOUR
070197/1



SPACE MARINE
MK4 'MAXIMUS' ARMOUR
070197/4



SPACE MARINE
MK5 'HERESY' ARMOUR
070197/3



SPACE MARINE
MK6 ARMOUR 1
070158/1



SPACE MARINE
MK6 ARMOUR 2
070158/2



SPACE MARINE
MK6 ARMOUR 3
CAT3/1



SPACE MARINE
MK6 ARMOUR 4
CAT3/2



SPACE MARINE
MK7 ARMOUR 1
070172/1



SPACE MARINE
MK7 ARMOUR 2
070172/2



SPACE MARINE
MK7 ARMOUR 3
0819/1



SPACE MARINE
MK7 ARMOUR 4
0819/2



SPACE MARINE
MK7 ARMOUR 5
0819/6



SPACE MARINE
MK7 ARMOUR 6
0819/7



SPACE MARINE
MK7 ARMOUR 7
0819/5



SPACE MARINE
MK8 'ERRANT' ARMOUR
070197/5

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TERMINATORS

BODIES



CAPTAIN
RTB9/7



LIBRARIAN
RTB9/6



MARINE 1
RTB9/5



MARINE 2
RTB9/4

EACH COMPLETE
TERMINATOR
CONSISTS OF:
1 x BODY
1 x LEFT ARM
1 x RIGHT ARM
1 x SHIELD
PLEASE STATE WHICH
ITEMS YOU REQUIRE
WHEN ORDERING



MARINE 3
RTB9/3

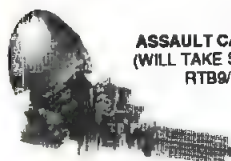
RIGHT ARMS



STORM BOLTER
RTB9/1



STORM BOLTER 2
RTB9/10



ASSAULT CANNON
(WILL TAKE SHIELD)
RTB9/8



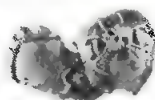
HEAVY FLAMER
RTB9/9

THE COMPLETE TERMINATOR SQUAD BOXED SET CONTAINS:

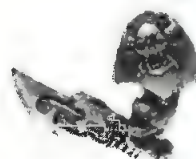
- | | |
|----------------|--------------------------------|
| 1 x CAPTAIN | 1 x FORCE AXE |
| 1 x LIBRARIAN | 1 x SERGEANT'S POWER SWORD ARM |
| 2 x MARINE 1 | 1 x CAPTAIN'S POWER FIST |
| 2 x MARINE 2 | 3 x STORM BOLTER 1 |
| 2 x MARINE 3 | 3 STORM BOLTER 2 |
| 1 x SHIELD 2 | 1 x HEAVY FLAMER |
| 2 x SHIELD 3 | 1 x POWER FIST |
| 1 x CHAIN FIST | 1 x ASSAULT CANNON |



LEFT ARMS



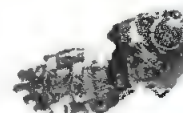
POWER FIST
RTB9/2



FORCE AXE
(WILL TAKE SHIELD)
RTB9/13



CHAINFIST
RTB9/11



**CAPTAIN'S POWER FIST
WITH GRENADE LAUNCHER**
RTB9/12

SERGEANT'S POWER SWORD ARM
(WILL TAKE SHIELD)
RTB9/14



SHIELDS



SHIELD 1
070243/13



SHIELD 2
RTB9/15



SHIELD 3
RTB9/16

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Designed by Jes Goodwin

ORK WEAPONS

HEAVY WEAPONS



AUTO KANNON
070534/1



EAVY BOLTA
070534/3



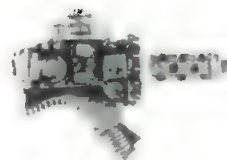
MULTI MELTA
070534/2



EAVY LASKANNON
070534/6



EAVY STUBBA JUICE BOXES
070534/5



EAVY STUBBA
070534/4

KUSTOM WEAPONS

THE COMPLETE EAVY STUBBA CONSISTS OF:
1 x EAVY STUBBA
1 x EAVY STUBBA JUICE BOXES



BLUNDERBUS BOLTA BOLTA
070767/4



AUTOKANNON BOLTA BOLTA
070767/3



MISSILE LAUNCHA LASGUN FLAMA
070767/1



STORMBOY JUMP-PACK
070781/1



BOLTA LASGUN STUBBA STUBBA
070767/2



FLAMA LASGUN BOLTA
070767/6



SHOTGUN STUBBA BOLTA
070767/5



EXAMPLES OF ORKS WITH THE HEAVY AND KUSTOM WEAPONS

Designed by Kev Adams

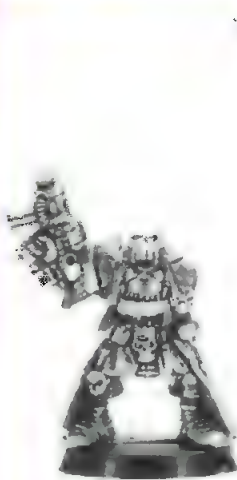
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ORK BOSSES

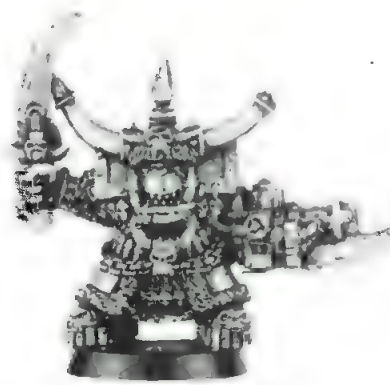
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DEATH SKULL
070669/6



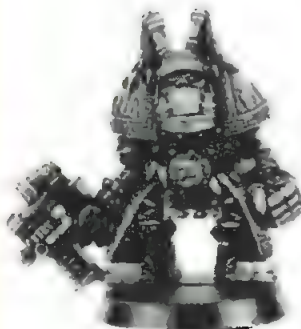
GRETCHIN
STANDARD BEARER*
070794/2



WARLORD
GHAZGHKULL THRAKA*
070794/1



SNAKE BITE 2
070581/7



BAD MOON 1*
070669/4



GOFF 3
070561/8



EVIL SUNZ 2
070561/10



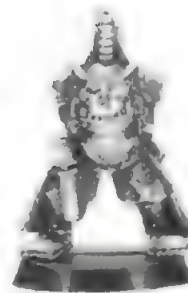
BLOOD AXE 1*
070669/1



BAD MOON 2
070669/11



GOFF 1
070669/3



EVIL SUNZ 1
070669/5



BLOOD AXE 2
070561/9



EXAMPLES OF THE COMPLETED ORK BOSSES

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ORK BOYZ

GOFFS



GOFF 1
070605/1



GOFF 2
070605/6



SNAKE BITE 1
070605/8



SNAKE BITE 2
070605/7

BAD MOONS



BAD MOON 1
070605/16



BAD MOON 2
070605/14



BAD MOON 3
070605/13



BAD MOON 4
070605/26

BLOOD AXES



BLOOD AXE 1
070605/21



BLOOD AXE 2
070605/2



BLOOD AXE 3
070605/3

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SPACE ORKS

RUNT HERDZ



Snake Bite Runtherd
with Runt-Pole
070620/14



Runtherd with Runt-
Hook and Peg Leg
070620/17



Death Skull Runtherd
with Megaphone
070620/18



Runtherd with
Hook Hand
070620/13



Snake Bite Runtherd
with Bionik Hook Arm
070620/16



Runtherd with
Megaphone
070620/15

THESE MODELS ARE SUPPLIED WITH AN ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD

SNOTLINGS



Snotling Selling
Squigs
070669/10A



Snotling with
Serving Platter
070669/9A



Snotling with
Spanner
070669/10B



Snotling with
Cutters
070669/9B



Snotling with Stikk
Bomb and Ammo Box
070669/10C



Snotling with
Plans
070669/10D



Snotling with
Shell
070669/9C



Snotling with
Pennant
070669/9D



EXAMPLES OF COMPLETED RUNTHERDZ

Minifigures supplied unpainted. WARNING: This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age. © Copyright Games Workshop Ltd 1993. All rights reserved.



Designed by Kev Adams

SPACE ORKS

MEKBOYZ



KUSTOM WEAPON 1
070620/21



BIG HAMMER
070620/19



FLAME THROWER
070620/20



CUTTERS
070620/3



WRENCH
070620/2



KUSTOM WEAPON 2
070620/1

PAINBOYZ



PINCERS
070620/10



STAINLESS STEEL SKULL
070620/23



BONE SAW 1
070620/22



SCISSORS
070620/11



BONE SAW 2
070620/12



PINCERS AND HAIR SQUIG
070620/24

THESE MODELS ARE SUPPLIED WITH AN ORK ARMS SPRUE AND AN ORK WEAPONS SPRUE AS STANDARD



EXAMPLES OF COMPLETED PAINBOYZ AND MEKBOYZ

Miniatures supplied unpainted. **WARNING.** This product contains lead which may be harmful if chewed or swallowed. Citadel Miniatures are not recommended for children under 14 years of age.
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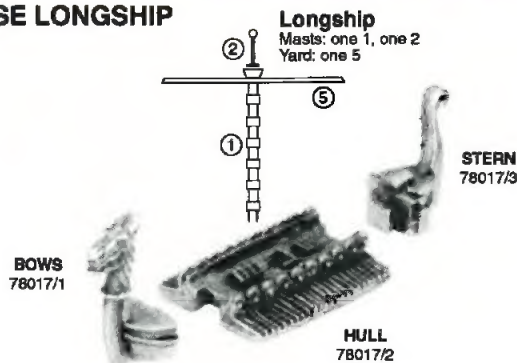
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MINIATURES

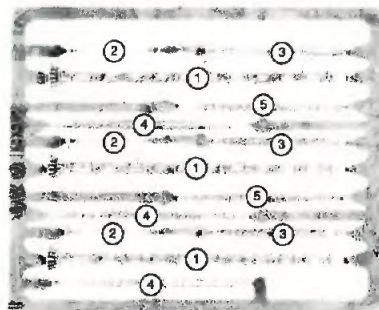
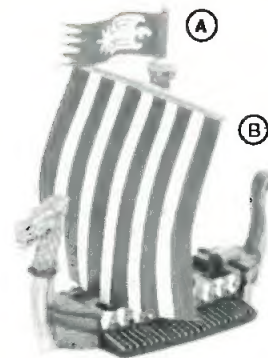
Designed by Kev Adams

NORSE WARSHIPS

NORSE LONGSHIP



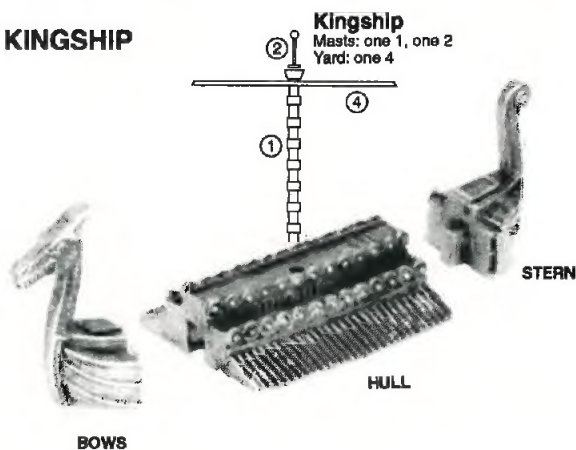
THE COMPLETE
NORSE LONGSHIP
CONSISTS OF:
1 X BOWS
1 X HULL
1 X STERN



MAN O'WAR PLASTIC MAST SPRUE MOW PLA/2

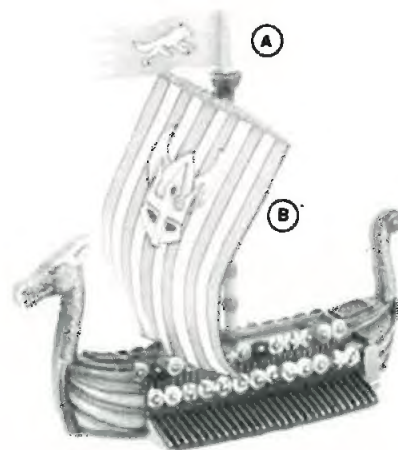
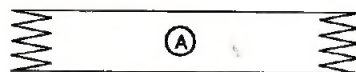
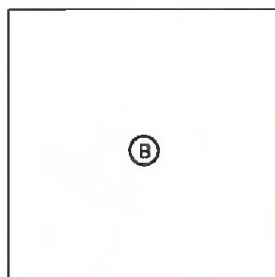
THE DIAGRAM ABOVE ILLUSTRATES THE CORRECT LENGTH FOR EACH MAST AND THE TYPE AND NUMBER OF YARD ARMS.
THE SAILS AND PENNANTS ABOVE MAY BE PHOTOCOPIED, CUT OUT, PAINTED AND STUCK ONTO YOUR MINIATURES.
PERMISSION GRANTED TO PHOTOCOPY FOR PERSONAL USE ONLY.

NORSE KINGSHIP



THE COMPLETE
NORSE KINGSHIP
CONSISTS OF:
1 X BOWS
1 X HULL
1 X STERN

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OCTOBER
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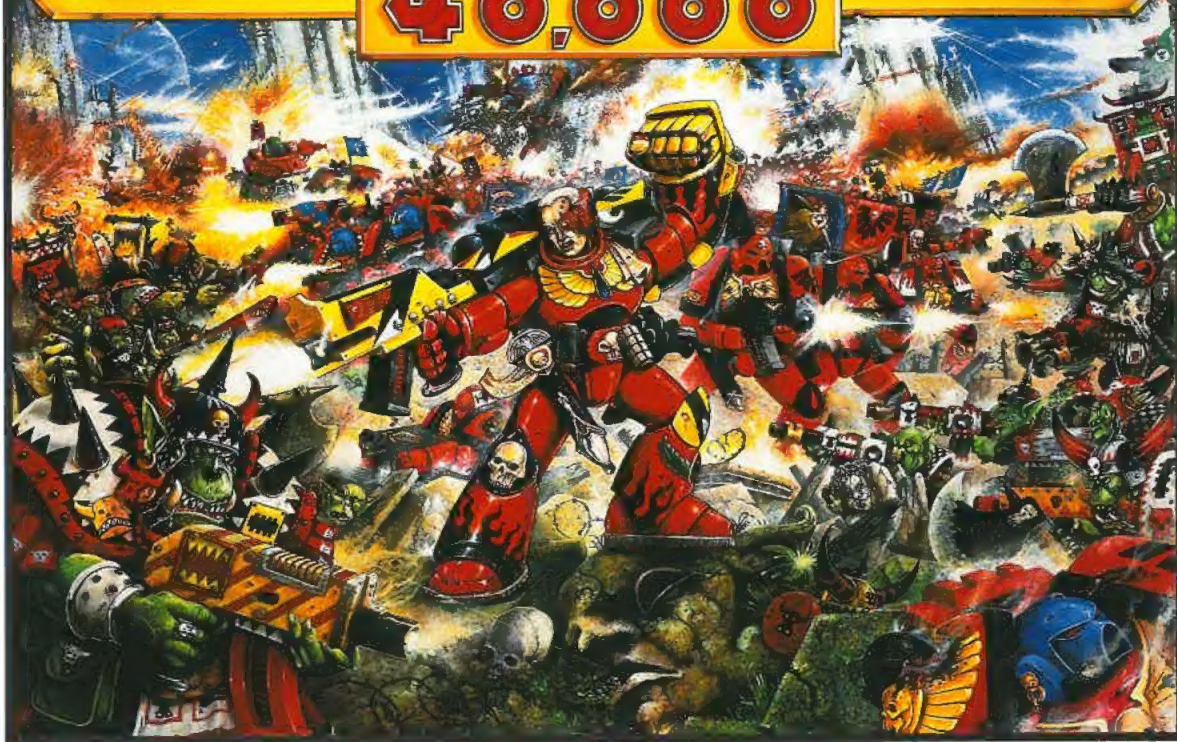


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Designed by Norman Swales with Michael Perry

WARHAMMER

40,000



BATTLES IN THE WAR-TORN HORROR OF THE FAR FUTURE

The new boxed Warhammer 40,000 game contains 80 new plastic Citadel Miniatures (20 Space Marines, 20 Space Orks and 40 Gretchin with Autoguns), a comprehensive Rulebook, a Wargear Equipment Book, the Codex Imperialis background book, a Scenario booklet, plus full-colour burst templates, counters, fast playsheet and 20 card scenic buildings. Also included in the box are Wargear, Mission, Vehicle and Dreadnought cards, Squad data and Weapons reference cards, a full-colour guide to painting the models, ten ordinary dice and four special dice for moderating heavy weapons and artillery fire.



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